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Specia

Giant Game Boy Feature





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FEATURES

More great adventure, the spectacular conclusion to our Final Fantasy contest and news about the upcoming Strategy Guide!

Learn what to do and who to take with you in this wild fling through Dr. Fred and Nurse Edna's house of horrors.

Out of the rink and into the city; get ready to roll out and ride to the finish with this street fighting adventure on wheels.

ACTION FOOTB

Get some winning strategies for this long awaited sports thriller, out just in time for the kickoff of football season!

Two-player simultaneous slithering and a cast of crazy creatures make this one you can't afford to miss

Save the Fantasy Kingdom from the reign of the Wizard King and take part in puzzle-packed fun for both beginners and experts.

Take on the identity of three different agents and save the world with your heroics and finesse!

The Turtles are coming to Game Boy! Read all about The Fall of the Foot Clan and more great games for your Compact Video Game System.

Barker Bill's Trick Shooting, Frankenstein, Swords & Serpents, Gauntlet II, Low G-Man and Dick Tracy!

HOWARD AND NESTER NSELOR'S CORNER





















Make Mission: Impossible possible following this detailed map.

SPECIAL FEATURES

VOLUME 16



PREVIEWS				
		-	 	-

world of adventure and imagination awaits this early comics creation.

Erdrik's descendants are at it again. This time the adventure is even bigger than before!



Excavate exotic planetary caves in the search for the pieces of a legendary ship in this new kind of space adventure.

TEENAGE MUTANT

Unbelievable! The super arcade smash comes to the NES with two-player simultaneous action and three additional brand new levels!

VIDEO SHORTS

Bugs Bunny's Birthday Blowout, Starship Hector, Circus Capers, Shingen the Ruler, Gilligan's Island, Bigfoot, Narc, Mad Max, A Nightmare on Elm Street and Cabal.

PAK WATCH

Find out what's going to be HOT for the bolidays.

PLAYER'S FORUM AYER'S PULSE **TOP 30** NES ACHIEVERS NES JOURNAL

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NEXT ISSUE/LETTER FROM THE EDITOR-	
PLAYER'S POLI	

POWER METER RATING SYSTEM:

Power Meter Rating System: To further help you decide which games are just right for you, we offer the Power Meter Rating System. Every new game introduced for the NES is rated on four different characteristics: Graphics & Sound, Challenge, Play Control and Theme & Fun. Judge the games yourself by rating each on a scale of 1 to 5 on the righthand side of the meter.



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ditors	Masavoshi Suzuki
	Hiroyuki Kurano
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+	Keiji Hamada
	W. David Mellen
Justrations —	Shuii Imai
	Orange Nakamura
	Makikazu Ohmori
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	Kazuhiro Amachi
	Tatsuya Terada
oster Art	Higehige Ohmori

Nob-Rin Takagi

Hiro-Con Nagami

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MAIL BOX

NINTENDO MOM

ou've printed tons of letters from kids and a few from Dads-how about equal time for us Moms? The NES is great! My favorite game is Tetris. I enjoy consistently beating my kids and husband at it. The only person I know who is better than I am is another Mom! Maybe it's those years of experience creating order from chaos in our children's closets... I am convinced that the NES is a learning tool. The adventures and RPGs give kids an incentive to read. Lots of the words are hard and some are in archaic language, but my ten-year-old eats up. My eight-year-old daughter's reading and directional perception have improved radically since she started playing Tetris and SMB. I have Mario to thank for teaching my four and six-vear-olds how to take turns cheerfully.

What other activity improves fine motor coordination, teaches map making, logic and problem solving, and is fun at the same time? At our house, playing Nintendo is a privilege, not a right. Chores are done speedily with no complaints and there are very few arguments, especially when we have a new game in the house.

Thanks, Nintendo. I think you're wonderful! Liz Nordstrand

Seattle, WA
Why not start an NES club for
Moms only? (As if you don't have

BAT TIP

recently purchased the Sunsoft game Batman. After playing it a few days. I finally got to Stage 3-4 (VO.H Stage), where you fight the Electrocutioner. In the January/February 1990 issue of Nintendo Power it said to stay on the same side as the enemy and punch him as he jumps up. Well, I discovered a much easier way to beat this hard enemy. The trick is to go all the way to the left wall as soon as you appear. The Electrocutioner will turn his back and stand by the right wall. Then you just shoot him with the dirk. You should be able to defeat the enemy without being hurt at all. I hope this secret will help anyone else who is stuck on Stage 3-4.

Jimmy Tighe Imperial, MO

You must have used every marker you had to write your letter! It's definitely an eye-opener, Jimmy.

FUTURE SCIENTIST

am in the fourth grade at Barnette Elementary in Fairbanks, Alaska. This year for my school's science project I chose a science problem I would like to share with you. I wanted to find out if people who play Nintendo have better eye-hand coordination. I thought this would be interesting



because a lot of children play the NES

I tested about 50 students in my school with my eye-hand coordination tester. The data from my experiment showed that students who play Nintendo more have better eye-hand coordination. I won a blue ribbon and a medal for my school district's science fair. I was then asked to go to the state science fair in Anchorage, Alaska, where I won a blue ribbon for my grade. I learned a lot about scientific method.

Jimmy Klepek Fairbanks, AK

Yes, indeed, game play is quite a workout. Can you get Physical Education credits for playing?





TRICK OR TREAT

y boys are avid Nintendo players and readers of your magazine. They especially love Super Mario Bros. This is a picture of them as they headed out to trick-or-treat last Halloween. Austin (Mario) also won 1st Place in his school costume contest! Just thought you



Grayson and Austin Kamm Merritt Island, FL



Sean DeRemer Oxford, NJ

might be interested.

Becki Kamm Merritt Island, FL

What costumes? They look like two ordinary dudes and set for a night on the town. Just like these other discriminating fashion-conscious hipsters...



Charles Belmonte Piscataway, NJ



Nathan, Truitt and Madsen Raun El Campo, TX

MARIO'S QUESTION CORNER

Q. Why did Mario change his suspenders?

John Karwacki

A. Growing a tail in SMB3 required a new set of pants.

Q. I would like to know how Mario and Luigi became plumbers?

suspenders included

Tara Bryan

Marcy, NY

Omega, GA

A. Work. Hard work.

Q. Why is Mario's nose bigger

than it used to be?

Jayson Kemp
Salem, OR

A. An interesting question. Either you got a larger television set or Mario's been telling fibs.

/IDEO SPOTLIGHT

I am a 28-year-old Design Drafter with a major corporation. I decided to try and organize the neighborhood Nintendo players in a Nintendo football league with two divisions, an 18-game schedule, a two-round elimination playoff and finally a Tecmo Bowl Championship game.

The response to my search for players in the Upnor Nintendo Football League (UNFL) was positive and in less that two weeks the season began with ten players ranging in age from 15 to 28.

After a full season of football in which each of us played everyone else twice, the top three players from each division advanced to post season play. Finally it was Tecmo Bowl Sunday. Once again we gathered at my house to watch the two best players square off



and battle for the title of Tecmo Bowl Champ, and the prestigious trophy that was to be awarded to the winner. When the final gun sounded the winner of Tecmo Bowl was Bobby Barbara.

The members all feel that Bobby should be recognized as a champion in Tecmo Bowl football. We all had a lot of fun and plans are already being made to dethrone Bobby in the next UNFL season and Tecmo Bowl II.

Hurley Blackwell Baltimore, MD Now that summer vacation is over and school is starting up again, a lot of you probably have some great vacation stories to tell. Here at Nintendo Power, we'd like to get your letters about outrageous or exotic vacations you've takenwith your Game Boy! What's the wildest and wackiest place you've played your pocket full of power? Write in and tell us about it! We'll print the craziest and most interesting letters in a future issue's Mail Box.

Nintendo Power Player's Pulse

Redmond, WA 98073-9733 VOLUME 16 7

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THE LIGHT WARRIORS CHALLENGE THE POWERS OF THE SKY CASTLE

In the July/August issue of Nintendo Power we led you through the treacherous depths of the Sea Shrine. There you received a slab covered with mysterious letters and runes, but only an expert could decipher it. In Melmond, Dr. Unne read the Slab and taught you to speak Lefeinish. The Chime they gave you in Lefeinish opened the silent tower, but another special item was needed to reach the Sky Castle—a Cube—and it is nidden behind a Waterfall Now we'll explore the Waterfall and the Tower, but if all is not revealed, don't worry. Next issue's Nintendo Power



The biggest and best Final Fantasy Treasure Quest yet can take you on the adventure of a lifetime with three hearty companions. Find out what it takes, because you could be the winger!

TARE @ 1000 Nintendo @ 1007 Com-

Vaterfal

North of Onrac is a Waterfall where you'll find the Cube-the key to the Sky Castle of Tiamat. Although there is only one level. the Waterfall Cave is a vast maze filled with Mummies, Mudgols, and Nightmares. Stay to the pathways closest to the bottom of the screen. In the lower left corner of the maze is a robot in a room with many treasure chests and the Cube.







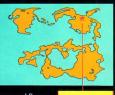


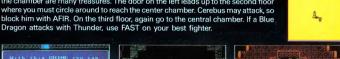


THE MIRAGE TOWER

From the scorching heart of the desert rises a tower of ancient stone. By playing the Chime you can gain entrance, but once inside it will take courage and wisdom to reach the top. Along the way you'll meet Badmen, Vampires, Catrnen, Medusa and worse. Take plenty of Soft Potion to restore party members who have been turned to stone. On the first floor, enter the door directly in front of you as you step into the tower. In the middle of

the chamber are many treasures. The door on the left leads up to the second floor where you must circle around to reach the center chamber. Cerebus may attack, so block him with AFIR. On the third floor, again go to the central chamber. If a Blue











the Cube you received in the Waterfall is used here at the top of



THE SKY CASTLE

Here in the starry night sky high above the Earth awaits your greatest challenge yet. Take the Warp to the second level, which lies north of where you arrive in the castle. On the second level, go to the room in the lower left hand corner and get Adamant, which can be given to the blacksmith in the Dwarf Cave for the powerful sword Xcalber. On the fourth level, go up and left from the Warp to reach the secret pathway that leads to Tiamat's control room. Against the Fiend of the Air, use ARUB and INV2 for protection. Use FAST to speed up the attack of fighters.









NINTENDO POWER IS YOUR GUIDE TO FINAL FANTASY

The Nintendo Power Strategy Guide coming out in October has everything an aspiring Light Warrior could want—full maps of every square inch of the Final Fantasy World, including towns, caves, castles and towers with Treasure Chests and monsters identified for each floor. A special map-index helps you find the exact information you need for any stage in a snap. Along with fighting strategies and game clues, it features complete quick reference charts for magic, weapons, armor, monsters and

items with new information not included in the Explorer's Hand-book that comes with the game. The Final Fantasy Strategy Guide is the one source that can get you through to the final battle. Don't miss it!







THE ULTIMATE FANTASY

All summer long the excitement has been building over Final Fantasy and the Final Fantasy Treasure Quest. From Power Staffs to real suits of armor, the treasure has been awesome. But now it's time for the most exciting contest of all. By correctly answering two tough questions from the game, some lucky power player will wind up in a fantasy come true, and 50 runners-up will each win a special prize, It won't be easy, though. Finding hidden treasure never is. But in Final Fantasy, half the fun is looking. There's even a special bonus contest this issue! So check out the fun and send in your entry!

May/June Treasure Quest

Here are the answers to the first Treasure Quest: 1. The dancer's name is **Arylon**, 2. Erdrick died when he was **29**, 3. The Power Staff is worth, **12,345** pieces of gold.

July/August Treasure Quest

The two answers to the second Final Fantasy Treasure Quest are: 1. The ex-Mermaid's name is **Darryl**, 2. The broom that asks if you have great power is in the town of **Gaia**.

☆GRAND PRIZE☆GRAND PRIZE☆

Have you ever dreamed of yourself in a tropical paradise, surrounded by sea and sand, a volcano rising at your back-a land where pirates hid vast fortunes in underwater caves and built fortresses to protect their boots from unwelcome adventurers? That dream will become reality for one lucky winner at three loyal companions in the final Fantasy resource duest. The fore advantaging will exceed



A REAL FINAL FANTASY ADVENTURE

Three hundred years ago, Dutch privateers built a fort on the island of Tortola in the British Virgin Islands—Fort Recovery. The stone tower is said to still hold a great treasure. Today, as the center of the Final Fantasy Treasure Quest, the four adventurers will seek to uncover its secrets.



Pirates don't give up their secrets easily.



RUNNERS-UP

Fifty second place prizes will also be awarded in the Sept/Oct Final Fantasy Treasure Quest. Each winner will receive a custom crafted crystal orb, embossed with an emblem from Final-Fantasy. Besides looking great, the

fine crystal piece will become a collector's item. And who knows what else you may see

THE ADVENTURE OF A LIFETIME

For four days and three nights, the winner and three friends will become the Light Warriors! Wearing costumes from the characters in Final Fantasy, and guided by an Explorer's Handbook created just for them, they'll set off to solve mysteries and uncover treasures. Representatives from Nintendo Power will lead the adventure and video tape the fun, there will also be plenty of time to explore this Caribbean paradise.

OCTOBER FINAL JANIASY CONTEST

West withe three much good value of the tracking the tracking of the tracking

To answer these questions you'll have to delve deeply into the game. Remember to write clearly and include the complete answer on your contest entry.

SPECIAL BONUS CONTEST

THE WARMECH CHALLENGE

Warmech is waiting for you! But where is the nuclear armed Robo-Warrior? Here's a clue: He never wanders far from Tiamat!

YOUR NAME IN A GAME? Have you ever imagined yourself in a NES game? Well,

Have you ever imagined yourself in a NES game? Well, this is your chancel If you meet Warmech, snap a photo of him and send it to the address below by October 15, 1990. One winner will be randomly selected, and his or her name will be programmed into a future Nintendo game!

SEPTEMBER/OCTOBER TREASURE QUEST RULES

Include answers to both questions for the September/October Final Fantasy Treasure Quest Contest on a 3x5 postcard and mail it to the address below with proper postage by October 15th. The post office will not deliver any mail that doesn't have proper postage and no responsibility is assumed for lost, stolen or misdirected mail.) Be sure to include your address and telephone number on all entries. Contest-ants are limited to one entry per contest. All entrants must be U.S. residents.

Final Fantasy Treasure Queet winners are randomly selected from entries correctly answering the 2 contest questions for the September/ October contest. The random drawing for 50 Final Fantasy Crystal Orbs and 1 Treasure Queet Weekend Grand Prize winner will take place on or about November 1, 1990. Winners will be notified by mall. Nintendo will arrange air travel, resort accomodations, and contest activities for the Grand Prize winner and three gueets. If winner is under 18, the winner must be accompenied by parent or querdian. This special 4 day/3 night excursion, scheduled for December 20, 1990 to December 23, 1990 is subject to accomodation and airfare availability. WARMECH CHALLENGE RULES

Warmech contest entries must be mailed exparately from Final Fantasy entries and include a photograph of Warmech taken during the game. Also include the name and address of the contestant on the photograph stell. (Photographs will not be returned.) Be sure to include your address and telephone number on all entries. Contestants are limited to one entry per contest. All entrants must be U.S. residents. One Warmech Challenge winner will be randomly selected from all valid entries. The random drawing for the Warmech Challenge winner will take piece an act about the season of 1990. The winner will be notified by mail.

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Mail Us Your Answers

To: Final Fantasy Contest Answers for Sept/Oct Contest:

1.....2,.....

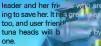


Nintendo Power Final Fantasy Treasure Quest P.O. Box 97063 Redmond, WA 98073-9763



50METHING STRANGE

Who is the Meteor? What's a Zom-B-Matic and why is there a nuclear generator in Dr. Fred's basement? The answers to these questions and more lie somewhere in Maniac Mansion. It's a new breed of gamesort of an interactive horror/sci-fi flick for the NES. There's a great plot, with aliens, a mad scientist and his weird family, a kidnapped cheer-





MENTAL MECHANICAN

Depending on your choice of kids to help Dave, and whether you stay clear of traps, don't push buttons indiscriminately or swim in radio-active waste, you'll be able to win using many different and totally weird solutions. Why? Because the problem of rescuing Sandy must be solved by each combination of heroes in its own special way.





If you are nice to hamsters, Weird Ed might join your team.

HOW YA GONNA DO IT?

The problems you'll face seem simple on the surface, but most are very complex. The thing to do is look for relationships among the objects you find. A key may open the locked door in the pantry, or the paint thinner could be used to clean up that rotten paint job in the den. You'll have to be as cunning as a used car salesman with an inventory problem to find your way around some of these puzzles. So if you get stuck, try anything, the weirder the better.

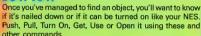
RE A SNOOP



the lights are off, use the cursor to find the switch.

Pointing may not be polite, but in Maniac Mansion it's essential. Learn the contents of each room by pointing the cursor at every object. door, brick, book, plant, machine or Then turn it on, statue of Nurse Edna.

DO IT TO IT



READING FOR FUN AND PROFIT

There's a whole world of fun facts that you can use if you take the time to read. TV commercials, alien memoirs, plaques, records. or Nintendo Power can all help you win.



If you don't read the warning here. you'll be toast.

USE YOUR KIDS WISE



The kids can be used alone or as a team. Say you want to get into the basement or escape from the dungeon. you'll have to use teamwork. Other jobs require a teenager with special skills, like Jeff who fixes phones.

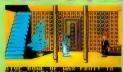


While one person pushes the head of the Gargoyle, the other can go through the basement door.

KEEP A LOW PROFILE

Remember, troops, vou're trespassing in the mansion. If the owners catch you, they'll throw you in the dungeon and probably insult you, too.





CREEN TENIACTE

So you've bumped into a nervous Green Tentacle and don't know what to do. Easy, feed it fruit. More precisely, feed it wax fruit. You see, aliens have no taste, either good or bad, so it makes no difference what they eat. Rotten turkey, moldy cheese, mmmm good!



It's pretty clear that Weird Ed is waiting for an important delivery. If you want his help, get to the package first and take it to him. It turns out that you and Ed have a lot in common. Both of you want to stop Dr. Fred from experimenting on innocent cheerleaders.

CUT SCENES FILL IN THE BIG PICTURE

One minute you're happily draining a nuclear cooling pond when suddenly the scene changes to Weird Ed and Nurse Edna unstairs. What is this? Sorry, not the Twilight Zone. You've been warped into a Cut Scene-a great way to keep up on the Joneses. And you might learn something useful, too





Cut Scenes tell bits and pieces of t story. They help you understand the characters and give hints about the actions you should perform. Sometimes they are warnings, such as your time is rapidly running out.





Other Cut Scenes explore the truly complex relationships between man



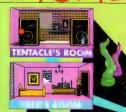
and mutant extraterrestrial being They raise questions, such as why does the Purple Tentacle respect Dr. Fred? His machismo, maybe,

HOME SWEET HOME

It's not much but it's roomy and it has a pool, not to mention that it's nuclear powered. Getting to know your way around the mansion will make your job easier. Spend some time in each room, examining everything with the cursor. Only objects that are named will be useful, and only some of those are important in the game.

Thinking about taking a dip? Think again. Put one toe in that water and you'll be glowing like Times Square 'til next New Year's Eve. The pool is actually the cooling pond for the mansion's nuclear reactor. You can safely drain it for a short time to get valuable items from the bottom. Just make sure you turn the water back on once you're out.

Getting into some of these rooms is about as easy as breaking into Fort Knox. Some require keys or lock combinations, others can be reached only by climbing ladders or plants. To finish the game you must enter every room at least once, but you'll return to many of them. When you do, make sure you haven't missed anything.



water and you might think that anyone who keeps video games to his nounce be add. True. Dr. Fred secretly wants to be stopped. He keeps the band in the top scores of the Meteor Mess game to the lab in the top scores of the Meteor Mess game to the lab in the top scores of the Meteor Mess game to the lab in the top scores of the Meteor Mess game to the lab in the top scores of the Meteor Mess game to the lab in the top scores of the Meteor Mess game to the lab in the top scores of the Meteor Mess game to the lab in the top scores of the Meteor Mess game to the lab in the top scores of the Meteor Mess game to the lab in the top scores of the Meteor Mess game to the lab in the

WARNING: Trespassers Will Have Their Brain Fluids Sucked Dry















Behind this security door lies Dr. Fred's lab, where Sandy is being held captive.



Besides the loose brick, there's also a key that unlocks the door.





DUNGEON

Each member of the Maniac Mansion family have their own room. Except for Dr. red, they're usually at home, too, so you'll have to be careful going inside.

Why the blue faces? Don't hold vour breath to find out.

Ted's room and bathroom are fascinating places. See how the ancient pharaphs lived! Experience sports, art, culture and good hygiene! Don't be fooled by the exquisite sarcophagus. There's nothing of importance inside. Tut. tut.



Weird Ed's room look for dimes in the piggy bank and the card key behind the hamster's cad





ED'S ROOM

Don't forget to explore the attic rooms. They're hard to get to, but that makes them ideal for hiding valuable items and information.













in the darkroom you'll have to turn on the red light first. Use the film you found in the developing tray. Add the developing fluid from the sponge, then use the enlarger. Only Michael can perform these intricate procedures.



They've been hunting the Meteor from world to world for years. They're only a radio message away, but don't call too early or you'll have nothing to show them



How long can the Meteor evade justice?







it, and that's no fish story



The front yard is most notable for the packages that are left there. The mail box is functional as well. both for sending and receiving important packages.

ITALL STARTS HERE



If all goes well and your group of kids isn't vaporized, you may just save Sandy and the world from this close encounter of a weird kind. If not, just start over from where you last saved the gante. That's right, it's a battery pak! Will wonders never cease? Not while you're playing Maniac Mansion, Even tuná heads love

DIFFERENT STROKES FOR DIFFERFNT FOI KS

They're your average American teenage kids facing danger and alien brain-melting experiments. Each kid has his or her own special talent that will help save Sandy, but it's up to you to figure out how to use those talents. Don't worry about choosing a poor team. Every possible combination of heroes is able to rescue Sandy and send the Meteor packing.



nations of kids change the game dramatically. No two groups solve the game in exactly the same way.



RAZOR

She's a Rock 'n Roll maniac who wouldn't say no

to an alien starting up an all mutant band



JEFF

awesome dude. dude! His thing is making tubular connections with phones and totally

gnarly waves WENDY Wendy has a way of taking other



peoples' words and making them better. All she needs is a typewriter and some memoirs.

SYD

With keyboards or a guitar, Syd is a happy guy, but he's tone deaf. The Green Tentacle could give him



some tips

national debt. Bernard can do anything. Electronics is his special field of interest



He's the only one in the group who knows how to develop film. As it turns out.

this is a darn useful thing to

Standing outside the mansion one night, the kids know only that Sandy faces a horrible fate in Dr. Fred's lab. First off, someone has got to find a way inside. Try looking under the doormat. Never ring the bell! With this group your goal is to make friends with the Green Tentacle and call the Meteor Police on the shortwave radio.





Dave is the best choice to enter the house first and scout around. Bernard will freak if he's the first upstairs.

ODAVE

With Wendy and Michael on the team your strategy will be to make friends and influence aliens. Start off the same as you would in Scenario 1 by getting the envelope and stamp. Leave one kid outside so that when the package arrives you'll grab it before Weird Ed shows up. And don't forget to remove the stamp from the package before giving it to Ed. Here's some sound advice: it is better to give than to receive.





This man-eating plant also has a taste for radioactive water and soda. Give it what it craves and it'll grow to like you.

NO DUMGEON IS ESCAPE PROOF

So what's a nice kid like you doing in a jail like this? If two or more of the fearless heroes are locked up, one of them can

escape. Push the loose brick to make the door open for a few seconds, just enough time to get the second kid out into the basement



Position one kid by the brick and one by the door. Once the brick is pushed, immediately switch kids and rush out the open door before it slams in your face.

MPRESS YOUR FRIENDS (-O-MATIC WAY

Flex those deltoids and pump those pecs. If you want to rip bushes out of the ground, tear iron gratings from concrete,

fling slabs like Samson and open garage doors without a remote control, you've got to work out on the patented Hunk-o-Matic. Okay, so Cousin



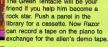
Ted's muscle tone isn't the best from using the Hunk-o-Matic. On the other hand, for a dead guy he seems to jump pretty well when the shower is turned on.

BERNARD, AND RAZOR KNOW NO FEAR



The Green Tentacle will be your rock star. Push a panel in the library for a cassette. Now Razor can record a tape on the piano to

friend if you help him become a







The safe's combination is on the wall below the safe. Sneak by Edna or call her on the phone. Move the painting then use the telescope, rotating it twice to the right using two dimes.



Tools are in the Weird Edsel's trunk in the garage. Bulk up on the Hunk-o-Matic to open the garage. then use the Yellow Key to open the trunk. Grab the water faucet handle on the shelf too.



Use the faucet handle on Ted's shower to find Edna's number. Call Edna. In her safe you'll also find a quarter to play the Metroid Mess video game, but first you'll have to fix some wiring in the attic.



Use the valve under the house to drain the pool. In the pool, get the glowing key and the radio (for flashlight batteries), then turn off the electricity, fix the wires and play Meteor Mess.

WENDY AND

MICHAEL WON'T BE DENIED



Wendy's specialty is writing. Take the Meteor's manuscript from Dr. Fred's desk, retype it on the typewriter in the den, then mail it to 3 Guys Who Publish Anything the same way as described above.



The film is outside by the bush on the right. Michael can develop it if he has developing fluid. The fluid in the pantry spills beneath the house. Use the sponge in Ted's room to soak up the fluid.



With this group you can't fix the phone. Instead, use teamwork. One kid waits outside Eona's room, out of sight. The other goes in. When Edna takes trespasser #1 to jail. trespasser #2 can reach the safe.



Now, when you get into Dr. Fred's lab, Ed will take care of the Purple Tentacle. But getting into the lab isn't easy and once you're inside you'll have to act fast to slip into the Radiation Suit.



Earn Weird Ed's trust by helping him carry out his commando plans. Take the package from the mailman and give it to Ed. Sensing your good will, he'll ask you to find some film that's missing.



Use the card key, which is found behind Ed's hamster, to open the door to the Meteor. You'll have to show the Meteor the publishing contract from 3 Guys etc.... to make it respect you.

WMAT ARE YOU SUPPOSED TO WITH ALL THIS STUFF?

You'll soon learn that Dr. Fred and Nurse Edna could use a housecleaner. Sure. a chainsaw in the kitchen is stylish, but what about the broken record or Chuck the Plant? Believe it or not, some of this stuff has no use in the game.



Although not all of the objects in the mansion have a specific purpose in the game, many of them still work, like the big clock in the fover that always shows the correct

FOR SALE: ONE REAT-UP RIVER LAR FOSEL It's not much to look at, but this cosmic car

gets around. It'll take you into orbit in 2.2 seconds or, better vet, it'll take the Meteor

there if you put it in the trunk. The Edsel is also useful because in the trunk you can find a set of fix-anything tools



The tools in the Edsel come in handy for fixing phones and repairing bad wiring. There are other uses too, like removing the grate.







USING THE SECRET PASSWORD OF THE MAFAT CONSPIRACY, NESTER IS TRIES TO MAKE CONTACT WITH THE ENEMY. THE CAMEL SLEEPS AT NOON, BUT NOT IN CLEVELAND.





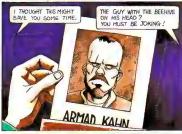






SO THE INCOMPARABLE TEAM OF SPECIAL AGENT HOWARD AND NESTER IS WAS REUNITED. TOGETHER THEY HAD FOILED EVIL PLOTS AROUND THE WORLD, BRINGING THE DERK EMPIRE TO ITS KNEES, TRACKING DOWN AND ARRESTING. THE BRUTAL SCUMBLICKET BRIGADE OF BELGIUM AND CAPTURING TONY HARMONY, THE MAD SONG-WRITER OF BROADWAY, BUT THIS WAS THEIR TOUGHEST ASSIGNMENT YET.







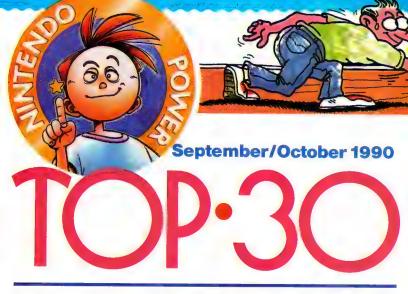












There were some surprises on the Top 30 this time around, namely the meteoric rise of Final Fantasy to the second slot on the strength of the Pros' Picks. Part of the reason for this one-sided vote is that our professional Game Counselors get first crack at playing new Nintendo games, usually a month or so before much of the rest of the country receives them. That's why some new games do so well out of the Top 30 starting gate.

Use this key to find out how your favorites are doing.



These titles are new to the Top 30. Keep a close eve on them.



Games that are really on the move. These games have jumped up several places on the poll.



Favorites that have maintained their popularity among the Top 30.





Warps and whistles, Sledge Brothers

and Koopalings-Mario and Luigi's new adventure has got something fun for everyone.





INAL FANTASY

The Pros are sold on this captivating adventure, even though they aren't eligible to win prizes in the Final Fantasy Treasure Quest.





TEENAGE MUTANT **NINJA TURTLES**

Cowabunga, Dude! The turtles are back in the top three and ready to kick some Paks. They're as hot on the NES as they are everywhere else.







NINJA GAIDEN II

Rvu's second adventure pits him against fierce new Ninia opponents and monsters from the Realm of Chaos.





SUPER MARIO BROS.2

The World of Dreams continues to be hanging on pretty well in the waking world.





MEGA MAN II

A true classic, Mega Man II draws 'em in with great action and a wonderfully weird world.





TETRIS

It's the ultimate test of quick thinking. steel nerves, geometry and Thumb Stamina.





POINTS

ZELDA II—THE LINK

Hyrule is still a great place to visit. Adventure, action, deceit and drama are all part of the game.





BATMAN

Batman, the character, has been around a long time. Your votes show his NES alter-ego will be, too.





BATTLE of OLYMPUS

It's a mythical Zelda II type adventure in ancient Greece, and it's a real winner according to the Pros.

POINTS 2.787

THE LEGEND OF ZELDA

SHADOWGATE POINTS SUPER C

POINTS

NIN IA GAIDEN

DOUBLE DRAGON II

POINTS

DRAGON WARRIOR

POINTS

TECMO BOWL

POINTS

THE MAGIC OF SCHEHERAZADE

POINTS

BIONIC COMMANDO

POINTS

RASEBALL STARS METAL GEAR II:

1,286 POINTS CINTS

SNAKE'S REVENGE METROID

THE ADVENTURES OF LOLO II

1,147 POINTS

PUNCH-OUT!

1 124

DISNEY'S

POINTS DUCK TALES

WILLOW

1.066 POINTS

BLASTER MASTER

986

CONTRA

OINTS

MOBUNAGA'S POINTS AMBITION

AL UNSER JR. TURBO RACING



Players' Picks



Super Maria Rme 3

4	
PTS	
7170	

	Super mano Bros. 3	/1/0
2	Teenage Mutant Ninja Turtles	3222
3	Mega Man II	2070
4	Super Maro Bros. 2	1687
	Zelda II-The Adventure of Link	1670
6	Batman	1659
	Ninja Gaiden	1532
	Double Dragon II	1507
	Super C	1303
10	Dragon Warrior	1180
11	Tetris	1117
	The Legend of Zelda	1063
	Shadowgate	1011
	Tecmo Bowl	804
	Contra	655
	Super Mario Bros.	649
	Disney's Duck Tales	649
	Battle of Olympus	614
	Super Off-Road	581
20	Castlevania II	580
	Punch-Out	517
22		468
	RoboCop	468
24		447
	Metroid	436
	Final Fantasy	434
	Bases Loaded	389
	Narc	379
	Bad Dudes	373
30	Faxanadu	372

Players Pick Hot. Hotter and Hottest Titles In America

You can't beat the Super Mario Bros. and Teenage Mutant Ninia Turtles for name recognition or popularity. These are the heroes of our time.

Pros' Picks



201	
GAME	PTS
1. Poul Control	41.45

1	Final Fanstasy	614
2	Super Mario Bros. 3	349
3	Battle of Olympus	261
4	The Legend of Zelda	161
5	Magic of Scheherazade	1.58
6	Shadowgate	145
7	Zelda II-The Adventures of Link	141
8	Ninja Gaiden II	135
	Mega Man II	132
	Snake's Revenge	128
11	Adventures of Lolo II	118
12	Batman	112
13	Willow	106
14	Bionic Commando	86
15	Nobunaga's Ambition	85
16	Metroid	79
17	Dragon Warrior	77
18	Tetris	62
19	Ultima	58
20	Blaster Master	57
21	Baseball Stars	50
22	Tecmo Bowl	49
23	Adventures of Lolo	48
24	Legacy of the Wizard	46
25	Genghis Khan	46
26	Ninja Gaiden	42
27	Guardian Legend	39
28	Mega Man	36
29	Teenage Mutant Ninia Turtles	33

Nintendo Pros Are Ahead Of Their Time, Or Are They?

30 Solomon's Key

Once again the pros are renegades, putting Final Fantasy and Battle of Olympus in the top 3. But is the rest of America ready for these games? The Pros think so.

335

Dealers' Picks



OK.	Annual Control
GAME	PTS
1 Super Mario Bros. 3	14302
2 Ninja Goiden II	2831
3 Super Mario Bros. 2	2372
4 Tetris	1982
5 Teenage Mutant Ninia Turtles	1451

5	Teenage Mutant Ninja Turtles	1451
6	Super C	1026
7	Al Unser Jr. Turbo Racing	827
8	Baseball Stars	807
9	Tecmo World Wrestling	743
10	Tecmo Bowl	637
11	Punch-Outli	630
12	Double Dragon III	614
13	Bases Loaded II	525
14	Batman	519
15	The Legend of Zelda	486
16	Disney's DuckTales	481
17	Wrath of the Black Manta	444
18	Zelda II-The Adventure of Link	422
19	Mega Man II	409
20	Super Spike V'Ball	400
21	Fester's Quest	378
22	Championship Bowling	333
23	Contra	331
24	Shadowgate .	323
25	Ninja Gaiden	294
26	Rad Racer	293
27	Bases Loaded	289
28	Remote Control	289
29	Sky Shark	286
30	Jack Nicklaus' 18 Greatest Holes of	276

Major Championship Golf Dealers Hooked On Super Mario Bros. Who Can Blame Them?

The Super Mario phenomenon is nothing new to the Dealers, but they're still on the SMB band wagon. It's going to be a long ride.



"This just in-three

an opposing team. can hardly believe



you live and live a premium account like a bee, join the team of your

If you join these thunderfisted sluggers of the fast track you'll learn to throw a "body slam".



These ladies can leap

like Olympic Champs. Join up with them to learn their Secret Attack



Rockers and Rollergamers are here to stay. Their patented Spinning Jump Kick makes enemies pay.



STAGE ON LE BAD ATTITUE "Enter My Zone And You'll Never

"Enter My Zone And You'll Never
Called Bad Attitude. But she doesn't
from Bad Attitude who throw
punches and oil drums. Deep

ruin your day unless you jump over stand and fight until all the Bad



STAGE 1-1

strength. Don't bother punching

CTA DE

ARTER AND A

If you fall into a manhole you'll lose a life. Either skate around them or jump over them.

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ON THE IMPLE

aran e di la

STAGE 1-2

I have been been been been been

E 3 0 / / 8 3

EAR LO II L. .

This is the trickiest move so far. Approach the ramp straight down the middle at full steam. Hit the A Button as you reach the center of the ramp.

Jump too early or late and you'll miss the floating platform. When you land on the platform, immediately jump to solid ground.

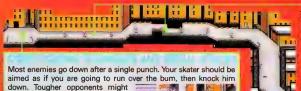
They've been waiting for you here at the end, conserving strength while you've been fighting their thugs. Now it's time to set things straight. The big skater isn't quick, but he's tough. The fast guy gets tirred every few seconds.

Use your Special
Attack here. If you
run out of Special
Attacks, Jump Kicks
will do the trick.



This crazy runner is unbeatable when he's moving. Attack while he catches his breath.

If you skate up the street, there's a good chance you'll fall into a bomb hole and lose a life. But you can avoid all that by skating up the right hand gutter, close to the Mad Bombers. Throw a punch as you skate by each Bomber to show him who's the boss.



require use of a Special Attack.







In this stretch you'll encounter rolling barrels and steel bars, which you must jump over. The road narrows. too, and you can fall off.



Keep to the middle of the bridge.

HIGHWAY TO NOWHERE the lateral beautiful to the same

hold much traffic, but it has plenty



and the same and t the same party from the same of the same

of roadway can end your run

where the same frame the same property of the THE R. P. LEWIS CO., LANSING



WRECKING CREW BLUES

committee any sharing sharings to more than just the reputation of trashing the city, too. Exploding



JUMP RICK CLASH





Use Special Attacks on the Spear Fighter

MORE HIGHWAY ACTION

tion of particular Livering at well is humans. Bikers with





and print of Printers and Printers are not to be a proposed to the con-







Using a four plever adapter such as

NES Satellite or our Score, NES Play Action Football becomes a new ball game. You'll double the fun.



HAVE AN

NES SATELLITE SUNDAY!

Attributes of some of the best the game have been programmed into NES Play Action Football. The rocket arm of John Elway, Ronnie Lott's awesome speed. Mike Rozier's churning power at Running Back, Everything up-to-date for its release this fall.

Some old faces and some new ones.

Just look at Montana's speed and passing strength!

attle it out with all seven opposing the Power Bowl championship. With skill and endurance. lead your team through six play-off games with the computer as your

opponent. Use the Password after winning a game. Your playoff standings will be saved.



An All Star Line-up

Better late than never, the updated NES Play Action Football has arrived just in time for the new season. While the pros are bruising each other on the grid-iron, you'll be playing the hottest video football game of the year at home. What's the score? The team rosters include recent players acquired by spring of 1990. An exciting four player option heats up the competition. Great play selection and player control puts you in total command. And that's just for starters. There's a whole line-up of great features.







very team has its own playbook of thensive plays designed around team strengths-24 set plays in all. But each play can be run to the weak side or strong side, doubling your options, and the QB can run from any passing formation. Substituting fresh players for tired ones allows you to get the most out of a play. Runners gain speed if you push the A Button





OFFENSIVE STRATEGY

Your choice of plays is critical in NES Play Action Football, On third

and long vardage, you don't want to run unless your QB is low on energy. Try a deep pass.



redicting what the offense will do is the key to a great defense, and NES Play Action Football gives you the options you'll need. Choose from sixteen set defensive formations to counter offensive plays. from deep zones to all man blitzes. Start each play in the Free Safety position. As the play develops. take control of the defensive player closest to the ball by pressing both the A and B Buttons together.





On third and long, knowing that the opposing team isn't likely to run, be prepared

for a pass. A front line blitz with deep coverage might be just the play.



THE KICK-OFF

It's a high, booming kick-off all the way back to the San Francisco two vard line where Rathman makes the catch and heads up field, but New York defenders are all over him.



SAN FRANCISCO

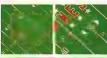
Roger Craig takes the hand-off from Montana and dives offtackle for a quick seven vards to the twenty-one. Lawrence Taylor was there for New York to put the stop on him.



2nd & 3

SAN FRANCISCO

It's a deep crossing pass from Montana to Greer, who takes it on the run. Free Safety Terry Kinard, playing a deep zone, really puts him on the turf, but not until Greer dives for a first down.





throwing deep again, It looks like he's gunning for Mike Wilson. but he's in heavy

Incredible! Kinard has intercepted the pass. He took it right out of Wilson's hands!





It looks like he'll take it all the way in for a score! Yes! Touch Down New York!





My, oh my It looks like it's going to be a great game for all you fans.

CLASSIFIED INFORMATION





From Agent # 427 Level Skip

Each level of this action packed flight simulation is fun and challenging, so we do recommend that you play through the game from beginning to end. But if you want to skip levels to see what challenges lie ahead, there is a quick and easy maneuver that you can use. While flying through any level, on Controller II, press Up on the Control Pad and the B Button simultaneously. Your plane will fly up and out of the current level and move on to the next challengel



While soaring through enemy territory, press Up and B on Controller II to skip to the next level.





If you are skipping levels, make sure to fight through the open-air battle missions so you can earn credits and buy weapons in the base.



From Agent # 764 Stage Select

Our Agents have discovered a way to practice on any track of this eight city rally before you try to complete all of the tracks in their set order. While the title screen is on, press and hold Up and Left on the Control Pad and press the B Button with the number of stages that you would like to skip. For example, if you want to begin on Stage Five, press the B Button four times to skip four stages. Then press the Start Button and you'll start racing on the selected stage.



On the title screen, press and hold Up and Left. Press B once for each stage you want to skip and then begin.





For an extra challenge, you can race at night with no track lights by pressing and holding Up and Left

and pressing the B Button eight times. Then press Start and you'll be on the first track, but you'll only be able to see your car and oncoming cars. Everything else will be dark.



Lights out!

CLASSIFIED LYFORMATION

7

FROM AGENT # 276

in and Territor

All of the best Tetris players know that the only way to get super high scores is to go for as many Tetris completions as possible. That's four lines at one time. Our Agents have found a way to get a head start on Tetris by scoring an immediate Tetris. Watch the game demonstration before starting and wait until a Tetris is scored. As soon as the screen begins to flash from the Tetris score, press the Start Button, choose the game type, and start the game. The screen will continue to flash until the first falling piece is in place and you will be rewarded with the appropriate score for a Tetris at that level! When you use this trick, make sure that you press the Start Button before the Tetris has completely cleared in the demonstration mode.



Watch the game demonstration and wait until a Tetris is scored.



As the lines are clearing, press the Start Button.



Select the game type, level and height.

Start the game with all of the points from a four-line Tetris!



FROM AGENT # 645

Date | Book

Your little Blobolonian buddy has a strange taste for Jelly Beans that makes him change into different shapes, depending on the flavor of the Bean. Our Agents have discovered that it takes two kinds of Beans to transform the Blob into a Brick Wall. To bend the Blob into that shape, toss it a Honey Jelly Bean and as it is changing, press the Select Button and quickly toss a Ketchup Jelly Bean in another direction. The Blob will disappear and come back as a pile of Bricks and Mortar!









Jelly Bean.



There are no known applications for the Wall, but it might be fun to try using it in different situations.

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is: Nintendo Power Classified Information P.O. Box 97033 Redmond, WA 98073-9733



CLASSIFIED LYFORMATION



FROM AGENT # 454 Power-Up Possibilities

Since Nemesis is a Game Boy relative of Konami's Gradius, it seems logical that the Power-Up code for Gradius would also work for Nemesis. There are three other Power-Up codes that work for Nemesis as well. All of the codes should be entered during game play when the action is paused. While playing, press the Start Button to freeze the action. enter the code and resume play. The Power-Ups will change appropriately according to the code that you entered. The codes are as follows.

Full Options Plus

When the action is paused, press Up, Up, Down,

Down, Left, Right, Left and Right on the Control Pad. Then press the B Button and the A Button. When you press Start to resume, your ship will have both Option Weapons, Shields, Lasers and Missiles!



Full Speed and Shields

Pause the game. Then press the B Button five times and the A Button 5 times. When you start again your ship will be making full use of the Speed power and it will also be equipped with Shields.



Power-Up Drain

If any bone-heads out there would like to erase the Power-Ups that you have collected, pause, Press A, Left, A. Left, A. Left, A. Left, A and Left again. Then resume and any Shields, Lasers, Options or Missiles that you have will disappear.



Power No More

Play the game without having the option of Power-Ups with this code for an extra chal-

lenge. Pause the game, Press Up, Select, Down, Select, Left, Select, Right, Select, Select and Select again. Then start again and the Power-Ups at the bottom of the screen will be blank.



you are playing the game by

yourself. Choose a two-

player game when you start

and make sure that both con-

trollers are connected to the Control Deck. Start fighting

and let all of the Player Two

fighters be defeated. Player

Two will have the option to go

back into the game by press-

ing the A Button, Ignore that

option and continue to play

with Player One. Once all of the Player One continues have been used, switch Con-

trollers and continue the

FROM AGENT #113

Extra Continues

In this mission to collect the pieces of the amazing Heavy Barrel weapon, you are given the option to continue your game three times after all of your fighters have been defeated. Then the game is over. Our Agents have discovered a way to extend this option to a total of six chances to continue when





Let Player Two lose





game as Player Two!

Switch to Player Two when the Player One game is over.

CLASSIFIED INFORMATION



FROM AGENT # 973 Weird Warp

Our Agents have discovered a strange code that will let you warp from one place to the next in the world of Willow. While using this method, you will often end up in odd places with scrambled graphics that don't exist during normal game play. For this reason, the trick is more of a novelty than something that will actually help you play the game. To try it out, enter the following password:

tQW 5IT gxq Xev Vzf xvn

You'll start with an experience level of 3 and you will have all of the Swords. Shields and Items in the game. Press the Select Button and two letters or numbers will appear near the center of the screen. These characters determine your location. To change the character on the left, press and hold the B Button and press Up and Down on the Control Pad. To change the character on the right, try the same method using the A Button. When you get to the desired two character combination, press the Select Button and see where you end up. One combination that our Agents recommend is "O" for the left character and "F" for the right character. You'll end up at the gate of Nockmaar Castle.



Enter this password and press Start.



Change the characters using the A and B Buttons.



Press Select and two characters will appear.



You can warp to anywhere in the game.

等到的利用 PAPER FILLS TO HE

FROM AGENT # 055

Game Within A Game

The Light Warriors must solve many puzzles in their journey to light the four Orbs and restore peace to the World. There is, though, one puzzle in the game that is completely unrelated to the quest of the Light Warriors. This puzzle serves as a game within the game and a break from the main quest. To call up this game. get your characters to board the ship, press and hold the A Button and press the B Button 55 times. The Final Fantasy title screen will appear with a large square near the top. Inside this shape will be 15 smaller squares (numbered 1-15) and a space big enough for one last square. The object is to slide the squares one at a time into the space by pressing the A Button and to arrange them so that the numbers are in order. There's no reward for solving the puzzle, but it's fun to try. You can go back into the main game by pressing the B Button and then continue your quest to light the Orbs.













Board the ship, press and hold A and press B 55 times. When the puzzle appears. slide the squares into the space and try to arrange them in numerical order.



Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

THE ADVENTURES	OF LOLO 2		Brian Babbitt▶	Arkdale, WI▶	2.156.35
Paul Karpowich ► Chris Garnett ►	Brockton, MA ► Puyallup, WA ►	Finished Finished	Kathryn Spellman ▶	Long Beach, CA▶	2,087,56
Eric Longdin ▶	Methuen, MA ▶	Finished	CHAMPIONSHIP BO	MLING	
Tracy Williams ▶	Arvada, CO▶	Finished	William Phillip Keola ▶	Waianae, HI▶ Po	erfect Gam
LASTYAMAN			COBRA TRIANCLE		
Helmut Habenschuss▶	Bechtelsville, PA ▶	10,340,900	David Wickstrom ▶	Atwater, CA▶	999,30
IBAD DUDES			Jason and Michael Burns	Ann Arbor, MI ► Canton, OH ►	981,95 971,75
Christopher Schmitt▶	Jamaica, NY▶	921,200			0,1,10
Greg McClelland/Tyler Pa Sam Gervin ▶	lmer/ Waskada, MB CANADA ▶		MELASH AT DEMUNI	IEAB	
Quentin Shaw	Lincoln, NE	877,100 809,200	Bradley Bamhorst ▶	Wexford, PA ▶	Finishe
Dom Pulis ▶	Warren, MI▶	795,100	George Kesslir► Sean Lewis►	Louisville, KY ► Blasdell, NY ►	Finishe Finishe
Corey Bosworth ▶ David Morita ▶	Blackhawk, SD▶ Pierce, CO▶	780,500 753,900	Allen Long ▶	Delaware, OH▶	Finishe
Kade Sharp & Chad Martin	Bastrop, LA▶	720,200	Jesse Martino ► George Pasterak &	Thousand Oaks, CA	Finishe
Rafael Villegas ▶	San Diego, CA▶	709,800	Chris George ▶	Annapolis, MD▶	Finish
IBAYNDEN			Andrew and Jeremy Szurley	West Yarmouth, MA	Finishe
Brian Bonney	Abinatas MDb	0.047.000	Frankie Wenger ►	New Holland, PA▶	Finish
Paul Lum	Abington, MD▶ Abilene, TX▶	6,217,300 2,045,000	IN DEMON SWORD		
Abren Cahoon ▶	Colorado Springs, CO ▶	1,246,000	Ted Werre ▶	New Albany, IN ▶	234,15
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Mike Armandi ► Darrel Brown & Eric Ginger ►	Lake Ronkonkoma, NY ▶ Yorkville, IL ▶	Finished Finished	Jack Lau & Peter Mei ▶	New York, NY ▶	999,98
Danny Gerrick ▶	San Diego, CA▶	Finished	BOOLBLE DRIBBLE		
Homer Gibson, Jr. ► Susan Hanson ►	Kokomo, IN ► Reston, VA ►	Finished Finished		es-Barre, PA > 999_17	1 vs Com
Anthony Hash	Corsicana, TX▶	Finished			1 48 0011
Jack and Johni Maynor ▶ Rowena Roscoe ▶	Benton, TN ► Hanapepe Heights, HI ►	Finished Finished	MODICK TALES		
Joel Windrow	Bristol, CT	Finished	Nolan Martinez	Miami, FL▶	16,524,00
			Jonathan Rego ► Aaron Drussel ►	Kailina, HI► Ramsey, NJ►	13,060,00
HLACU BASS			Mark Taylor ▶	Chelsea, MI	10,930,00
Matt O'Neil ▶	Omaha, NE▶	Finished	Market Comments		
A BOY AND HIS BL	OR		MUGALAGA		
Brian Schatzel▶	Medford, NY ▶	120.000	Paul Vessels, Jr. ► Mike Fair ►	Maxwell, CA ▶ Richmond, BC CANADA ▶	1,433,86
Joey Myers	Massillon, OH▶	55,250	WIING CIII P	monitoriu, BC CANADA	1,015,44
			MOENGHIS AHAN		
HURBAR DORBER			Leonard Canarsky ▶	Oakland, NE▶	Finish
Barry Rugg ▶	Clavet, SK CANADA	2 755 250	Arselio Gerardo	Miami FI	Finish

MGUDZILLA			MPOLLERBALL.		
Christian Saborio ►	Guadalupe, COSTA RICA ➤	8,522,910	Ken Schmidt ▶ Doug Chapek ▶	Cincinnati, OH ► Austin, MN ►	32,356,180 24,300,980
MTHE GUARDIAN LEGEND			Manual III ATTA OV		
Eric Basaraba ➤ Paul Cowan ➤ Rob Hamor ➤ Todd Heusman ➤	Wilton, ND ► Navato, CA ► Petersburg, PA ► Carleton, MI ►	9,999,990 9,999,990 9,999,990 9,999,990	■RUSH N' ATTACK Dana Muchow▶	Lafayette, MN ▶	9,999,990
Scott Kravelick	Allentown, PA ▶	9,999,990	ISUMER MARIO BROS	5. 3	
Matthew Mecca ► Pamela Ream ► Steve and Ragen Hart ► Scott Olson & Chris	Bolton, CT ► Lancaster, PA ► Vancouver, BC CANADA ►	9,999,990 9,999,990 9,790,590	Peter Carter ► Bob Coody & Kevin Edmonson ► Bruce Cottingham ► Shannon Jenkins ►	Garland, TX ► Pineville, LA ► Houston, TX ► Choctaw, OK ►	9,999,990 9,999,990 9,999,990 9,999,990
Morreim ►	Minneapolis, MN ▶	9,694,390	Leigh Marshall ► David and Lawrence McCraven ►	East Windsor, NJ ► La Verne, CA ►	9,999,990
■GOLF (Game Boy	Version)		C.J. Nemec ➤ John Stirewalt ➤	McKees Rocks, PAI La Russell, MO▶	9,999,990 9,999,990
Bob Feldman▶	Corvallis, OR▶	-17 (55)	Tim Spencer▶	Middletown, RI	3,181,250
MINDIANA JONES AND THE TEMPLE OF DOOM			IIISUPER MARIO LAND		
Denise Allen ▶	Uniondale, NY▶	9,999,999	Pat Bauers ► Andy Blackburn ►	Avon, OH ▶ Tampa, FL ▶	999,999
MIRONSWORD			Charlie Sterb ▶	Saint Louis, MO▶	999,999
Jason Abdallah ▶	Moorhead, MN▶	904,000	Jason Walsh ▶ Bobby Yazdı ▶	Dartmouth, NS CANADA ► Nepean, ON CANADA ►	999,999
MIACK NICHEAUS	COLF		Robert Morgan ► Shane Malott ►	Barrington, IL ▶ Roswell, NM ▶	963,060 793,460
Paul Ricchio ▶	Racine, WI▶	-22 (50)	Mike Fertig ▶ Chris Spears ▶	Wheeling, WV ▶	766,650
Mike Streater ▶	Copake, NY▶	-20 (52)	Brian Wurster	Houston, TX ► Woodbridge, VA ►	762,540 646,590
■JORDAN VS. BIRD: ONE-ON-ONE			■TOWN & COUNTRY SURF DESIGN		
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			Brian Tufts ► Flossmoor, IL ► 98-0 vs. Comp.		
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Dale Beebe ▶	Regina, SK CANADA▶	Finished	Brent Jones ► Mike Cavaroe ►	Angleton, TX ► New Orleans, LA ►	263,122 254,002
Timothy Bravos ► Kathleen Dobkins ►	Liverpool, NY ► Waterbury, CT ►	Finished Finished	Matthew Reeves ▶	Bethel, VT▶	243,804
Cheryl Meeker	Big Bear Lake, CA▶	Finished	Stephen Pfeil ► Kevan White ►	Poway, CA ► Porterville, CA ►	242,023 232,461
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Jim and Shawn Harris ▶ Oceanside, CA ▶ 171,000			Carries Official	our pernardino, CA	- 221,013
Zak Knight	Oklahoma City, OK▶	164,970	Chris Dadling N		0.000.000
WMICKEY MOUSECAPADES			Chris Redline ► Mike Groves ►	Berwick, PA ► Gormley, ON CANADA ►	9,999,999
Scott Eagon ▶	Walla Walla, WA▶	4,130,400	Tim Blum ▶	Watertown, NY▶	1,340,000
Matt Balmer ▶	Urbana, OH ▶	2,008,600	■TOP GUN II: THE SE	COND MISSION	
BRAMPAGE			Joshua Dusseau ▶	Toledo, OH▶	6,296,700
Sam Kent▶	Birmingham, AL▶	50,864,612			_,,
Kevin Mineard▶	Elkhart, IN ▶	16,550,000	Paul Lucero ▶	Denver, CO▶	4.331,750
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Shawn and Scott Boyes ► Keith Clancy ►	Vancouver, BC CANADA ► Shavertown, PA ►	Finished Finished	SEND YOUR HIGH SCOR		
Andy DeClaire ▶	Fraser, MI >	Finished	Send it in and see how it stacks up against the players from coast to coast!		
Aaron Dewald ▶ Benjamin Dobbs ▶	Thompson, ND ▶ Woodbridge, VA ▶	Finished Finished			

Send your Screen Photo to: Nintendo Power NES ACHIEVERS

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Benjamin Dobbs ►
David Schneider ►
Greg Schultz ►
Chris Schwan ►

Finished Finished Finished

Finished

Finished

VOLUME 16 35



Snakes alive! Video gaming has never seen a world quite as strange as Rattle and Roll's. Its attractions include a mountain of waterfalls, checkerboards, giant feet and Nibbley Pibbleys, to name a few. So slither on in!

TWO-SNAKE SIMULTANEOUS PLAY

You and a friend can and should each wear one of the snake's skins and take a trip through the game together.



FONGUE EXTENSIONS?

Solid Snake never needed this kind of equipment to complete his missions, but then he wasn't trying to scarf down Nibbley Pibbleys!



Grab as many of these as you can to give your tongue a longer reach.

William Carting

yie



Score this 1-Up symbol to get ahead in life.

Bonus Level

An ar a second and a second and



Lig to open in and revealnts contents!

Nibbley Pibbley Disponsors

The state of the s





realistic checkerboard world of Rattle and Roll, Coansus and the second

gues or by jumping on top of them. Here is a sam-Di Jane

SHARK

but it's nothing persona

CHECKERS

water will the said the party





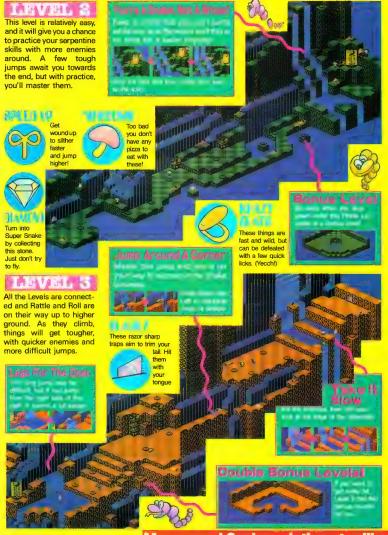
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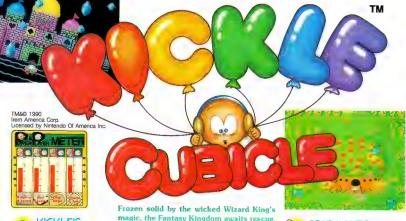


Cold 19 Rt way of S. and Telegraph Co. J.

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KICKLE'S TECHNIQUES

Kickle Cubicle combines elements of both puzzle and action games. While the game play is simple, creative use of your powers is the key to victory.



With his freezing breath, Kickle can freeze most of his enemies solid.



Once an enemy is frozen Kickle can kick them out of the way.





Once Kickle has collected all the Dream Bags in a stage. he goes on to the next level.



ITEMS

OBJECTS

AND

Our hero, Kickle, must use his hot powers and his grey cells to kick out the Wizard King

FOUR LANDS OF THE FANTASY KINGDOM

Although Kickle's quest starts out easy in Garden Land, each land gets progressively more difficult. Fruit Land, Cake Land and finally Toy Land will test Kickle to the limit of his abilities! Each is full of wild and wacky enemies.



















Kickle's

goal in

each

tage is to grab

the Dream Bags.



lars by pressing the A Button.

KICKLE'S

In order to solve the puzzle aspect of the game, you'll have to use objects in unique and creative ways.

Once Kickle has frozen an adversary. that enemy can be ignored for a time (varying depending on the foe), or tempo-

rarily destroyed by a kick.



The Ice Pillars Kickle creates can protect him from harm, trap enemies, or be used



arden lan



Max will help you by pushing Ice Cubes. He loves to punt blocks but can't do anything with a Noggle!



Freeze the Noggle on the other island and Max will push it into the gap for you.



Plan to kick the frozen Noggles over open water so they will help you cross to the Dream Bags.



Freeze and kick the Noggles only when they will bridge a gap for you; otherwise this stage can take some time.

Kickle's introduction to action takes place here. The easy puzzles give you a chance to learn.



As Koke hops about the palace. he'll toss an ice cube at Kickle which splits into fragments when it hits the ground.



the ice cube so they hit Koke withou getting hit yourself.

Fruit Land introduces some new obstacles and enemies for Kickle. Put a thinking cap over those ear muffs and get ready to kick some tail!



Bounce an Ice Cube between the two springs. Stand in the corner and kick it down.



Once the bridge to the lower area has been created, watch out for Spiny!



Build bridges from island to island using the never ending supply of Noggles from the Rocks.





Don't play ball with the Bonkers! If you eliminate them with an Ice Block, they won't come back

PRINCE OF FRUIT

Piro rolls beach balls at Kickle which break into smaller balls when they hit the wall. Use these balls to attack him.



Piro somersaults at you; but take advantage of the chance to hit him from the side

To beat the Wizard King and his three buddies, use their own weapons against them

Kickle Cubicle differs from some puzzle games in that the action is fast and you won't have time to think about strategy. Press Start to

pause for a breather.

Most enemies have behavior patterns that make their actions predictable. Learn them!



Spiny follows a course around the edge of a stage and is never far from a wall.



If you thought Garden Land and Fruit Land were a "piece of cake," wait 'til you get a load of this land. You'll have to use all your tricks here.







Kapan is aggressive and difficult to hit. He'll attack by getting into his shell and whirling at Kickle in a diagonal trajectory.

You'll have to use all the Springs to move the ice Cube to the top.







Freeze the Rolling Cannon to delay it while you are working with the Springs and Ice Cube.

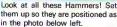
Move the Hammer out of the way so the ice Block can slide left.

TOY LA

The kid's gloves are off, and it's time to stop playing around! Kickle has reached the final hideout of the Wicked Wizard King!





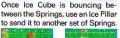




dom . . . He may look silly, but he's serious-deadly serious! C'mon. Kickle! When the Wizard's



sphere is frozen it turns into a block. Let him have it with this giant projectile!









Watch out for the Shades in this stage. They can freeze you at awkward moments

Once the Hammers are set up, freeze the Noggle and kick it so it slides upwards. Avoid the Shades, Kickle!





COUNSELUES CORNER!



CRYSTALIS

WHERE IS THE PENDANT OF LOVE?

his valuable necklace will help you get information from Asina. You'll find it in a stream in the southeastern cave. Ride the dolphin up and down the length of the stream. Although you can't see the Pendant, eventually you will come across it by riding the dolphin over the place that it has been hidden.



Ride the dolphin to the southwest cave



Search the stream in the cave and soon you'll find the Pendant.

CRYSTAL IS

WHERE IS KENSU?

hen you meet Kensu for the second time, he'll be in the Lighthouse on Joel Island. You can find a way into the Lighthouse by using the Glasses in the shed. Later, Kensu will be in the town of Swan. Kensu can alter his appearance. Try Paralysis on the patrons of the bar and the people at the dance and he will be revealed.



Kensu spends a lot of time asleep. Wake him with the Alarm Flute

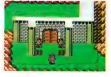


Use Paralysis in the bar and at the dance to reveal Kensu.

CRYSTALIS

HOW DO I PASS THE GUARDS BEYOND SWAN?

hen you leave Swan going west, you'll come to a gate that is patrolled by two guards. The guards won't let you pass if you approach them in your normal form, but if you look like one of them they'll think that you're there to relieve them of their duties and they'll leave. Use your newly acquired Change magic to alter your appearance to that of the second character from the left on the Change Spell display.



The guards are trained to block strangers from entering.



Disguise yourself as a guard and go right on through.

W DO I AVOID ENEMIES ISIDE THE BASE?

our mission to infiltrate the base and seek out the new Metal Gear weapon will be much easier if you can avoid enemy contact outside the base. To make sure that the enemies don't know that you're there, step around the spotlights and hide in dark areas. The spotlights move in simple patterns. When you get to an area with spotlights, stand in a dark corner, watch the pattern of the lights and make your move.



Get out of the way of the spotlights.



In the dark, enemies won't know that you are near.

here's an imposter inside the top door in the third car of the Train. He looks like John Turner but that's only a disguise. This imposter will throw Claymore Mines. Stay in the upper left area, moving right and left to avoid the Mines. Then throw Grenades as accurately as you can in the direction of the enemy, It will take about 18 Grenades to defeat

this guy. If you run out of Grenades, try Remote Missiles, After

Stay in the upper left and toss Grenades.

you take care of this enemy, your rank will increase



I DEFEAT THE

he huge Tank on the bridge at the end of the second compound is built to last. The only way to destroy it is to hit it with 18 Land Mines. When the Tank moves away from the bridge. plant three Mines and run. The Tank will hit the Mines and retreat. Repeat this method until the Tank is history.



Plant 3 Land Mines on the bridge and run.



Repeat this method 6 times and you will destroy the tank.



SHADOWGATE ...

he Sphinx will let you pass him and enter the Observatory only if you provide him with a correct answer to his riddle. There isn't just one pat answer to his riddle, as the question does vary. The answer that you must give is always in the form of an item that you may have. If you have the item that the Sphinx is referring to, use that item on the

Sphinx, If you don't have that item you will have to retrace your steps



The Sphinx is referring to an item that you are carrying.

and look for something that follows the Sphinx's description.



Use the item on the Sphinx and he will let you pass.

ADOWGATE

eep inside the Castle you'll come across a large stone Skull. This is the door to the Wizard's Cavern, Scroll One should help you here. It says, "Five defined, three are one. One gives access to the Bladed Sun." This means that there are five items you will need in this general area and three of the items will be used to make one weapon. "The Bladed Sun" refers to a design over one of the three Talisman-shaped holes in the Skull. Use the Talisman in this hole (the one farthest to the left) and then play the Platinum Horn. The door will open and you will enter the Wizard's Cavern. The three remaining items that you will need are the Silver Orb, the Gold-

HAT DO I DO AT

en Blade and the Staff of Ages. You must use these items on each other to defeat the Rehemoth in the Wizard's Cavern. Try different combinations in using the items on



Use the Talisman on the hole to the left and play the Platinum Horn.

each other and use the combined weapon on the Behemoth. This is very close to the end of the game. so we'll let you make the final decision on your own. Good luck!



The Orb. Blade and Staff must be used together to defeat the Behemoth.

THE BEHEMOTH!



Name: Mike Frazier Became GPC: May, 1989 Hobbies: Medical Research Highest Game Score: Finished Kid. Kool in 1 hour 48 minutes

Favorite NES Game: A tie between Metroid and SMB 3



Favorite NES Game: Blaster Master



Name: Hans Lo

Became GPC: June, 1988 Hobbies: Skiing, Drawing, Boating, Travelling, Bungi-Cord Jumping Highest Game Score: Finished Ninia Gaiden without looking at the

Favorite NES Game: Ninia Gaiden II



Name: Ed Ridgeway Became GPC October, 1989

Hobbies: Basketball, Anything Competetive

Highest Game Score: Finished Castle-Favorite NES Game: Tecmo Bowl

he evil King of Blobolonia has captured your friend, the Blob, and put him in a Cage. You can't reach the cage, but a well thrown Jelly Bean can. An Apple Jelly Bean turns the Blob into a Jack. This is what you'll need in order to break the Blob out of the Cage. You'll need a running start to throw the Bean far enough and you've only got a short distance to run. To get up enough speed, start as far to the right as you can, run to the left, turn and then run to the right. You should start throwing just before you turn. This will give you enough time to get into full swing before you get to the point where you must let go



of the Bean. Once you toss the Bean far enough to reach the Blob. you can just sit back and watch the escape.



Start throwing the Bean while the Boy is still facing left. Then turn and toss the Bean right into the Cage.

he only way to build up your team's strengths in this realistic baseball exercise is to win high attendance games in league play. Then, you'll earn enough money to afford top-notch players. A lot of spectators show up if you play teams that have high prestige and no team is more

KEEP CHANGE

Make up a two team league with your team and the Lovely Ladies.

DO I BUILD WINNING TEAM?

prestigious than the Lovely Ladies. The only trick is to beat them so you can earn the game's purse. In order to guarantee that you'll win every time, create a league that consists of only your team and the Lovely Ladies. Then choose a twoplayer game and strike out the unmanned Lovely Ladies. When



Choose a two-player game and win auickly.

it's your turn at the plate, make the Lovely Ladies throw all balls and walk in runs. The game will be called when you lead 10-0 and you'll earn thousands of dollars to spend on high priced players.



You'll earn a lot of money when you beat high prestige teams.

ATH OF BLACK MAN DRAT HEADQUARTERS

DRAT informant tells you that you must use four of the Ninpo Arts from the four groups of arts to defeat El Toro at the end of Stage Five. They are the Arts of Fire Bomb, Fire Ring, Spider and Missiles, Use them in that order with an extra shot of the Fire Bomb between the Spider and Missiles.



The Fire Bomb fits into the final equation twice.



Use the four arts to put an end to El Toro.



© 1990 Paramount Pictures Corporation © 1990 Konami

Impossible Mission Forces (IMF)
Agents Max Harte, Grant Collier
and Nicholas Black each have special skills that make their team an
effective espionage unit. Now, they
face their most incredible mission
ever. They'll need every ounce of
strength and ability they can muster
to stop the reign of the Sinister 7! As
you advance through your mission,
you will switch to different agents
when their special skills are meded.

1.2 THE SEWAGE TREATMENT PLANT

Only the master of electronics, Grant, can crack the combination locks. Listening closely, he can tell when each tumbler opens. This door leads to the street.



Neo Knight
The Neo Knight
charges as soon as
he sees you. Use
Bombs and don't let
him dump you in
the sewage!



on Curtains These doors only open if you enter from the orange side.



Hit the Floor Switch Flip this Switch so you can cross the moving floor to 1.3

The brilliant scientist, Dr. O. and IMF Agent Shannon Reed have the IMF team to save Dr. O from this group of ruthless rebels national security from him that could send the super powers into world Vylar IIII.



No-nonsense weapons expert, Max Harte, can stop a tank with his Automatic Rifle and Remote Control Bombs! He means business!



Grant Collier is an electronics whiz and also the fastest and strongest IMF Agent. All he needs are his bare fists and cunning wits!



Slipping by enemy forces is a specialty of the master of disquise, Nicholas Black. He gains their confidence and surprises them with a boomerang attack!

LITHE BACK STREETS OF MOSCOV

ion will end immediately Fido T. Flamethrower's Fido T.



A moving wall in the underground will knock you into green coze unless you turn off the power with this Switch. Planning ahead is your best safeguard!











Molotov Cocktails

are deadly! Use a disquise to catch him off" guard, or stun him with Grant's Sleeping Gas.





























Iron Claws come out in force if you trip security. They're tough!



You'll have to be quick and

evasive to elude the electric

eyes of these mechanoids.

The incredible fumes

of this mad gas are

too much to take!

Warrior



Steer away from the shower of bombs released by this awesome armored 'conter



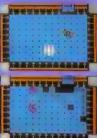
Hit the ramps to go airborne but watch your landing! You'll have less controll out of the water.

Guide the Guido the Gondola Gondola Gangstar Gangster is slippery. Get around him and keep moving towards the Temple.





A mysterious ninja magician waits on the Temple's top floor. He has the power to transport and create three unbeatable copies of himself.



Pitfall

Pass Enemy?



between you and the powerful Magnets.



quickly to avoid their sharp attack





4. SWITZERLAND

risonous Gas Chamber

Pass Enemy?

Gas Chambe

In order to reach the Fumes Switch, you must fall through the Pitfall.

Pass Informant

A sinister 7 gunman is holding Shannon

closely. Direct your fire carefully so that you hit the gunman and miss Shannon. Take your time!



Sigfried Sniper

This gun toting goon looks in all directions for intruders. Catch him while he's turned the other way.





Info

START A

Dr. O and Shannon are safe but, your mission isn't over

yet! The Sinister 7 have set a Radar Defense System on the coast of Cyprus to send out its warheads and begin World War III!

You must go there and stop the computer!



MISSION:

5. THE SWISS ALPS



HAZARDS ON THE SLOPES

Don't get caught up in the Barbed Wire or your slaion to the bottom will end













You can lump over revices but you'll have to watch where you and



Snowmobilers come at you up the slopes without warning Learn their potterns



more powerful than ever!













ARTHUR DE 150 MILES

To demonstrate the fullity of a nuclear conflict between the super powers, you must play a gerne similar to Tic-Tac-Toe with the computer. This way will learn that there are no winners and stop before it's too late! if you can play the game until there is a stalemate, the computer will drop it's defenses and you will have saved the world from destruction!













SPECIAL FEATURE











The fight begins on the streets and moves into the Turtles' home turf; the sewers. Choose your Turtle wisely. You'll have to fight with him through the entire stage. There's a ton of Robots, Mousers, Brawling Bikers and Foot Soldiers to take care of, so start fighting!

FOOT SOLDIERS.



and deadly weapons

BONUS ROUNDS - BONUS STAGE STAGE There are three

hidden bonus rounds where you can restore your life. To find them. destroy obstacles and probe walls.



Rocksteady charges quickly, don't turn vour back!



our distance and





Action under the streets is really heating up now. Crushing Pylons, Shell Shockers and Foot Soldiers aplenty are only a few of the dangers you'll come across.







the way when Bebop appears. Knock off his beams and counterattack.



Duck when you get caught under a Pylon.



Burning coals below, flaming balls of fire above! Demonstrate your Ninja agility.











Shredder never gives up. The Teenage Mutant Ninja Turtles, that furious foursome of rocking reptiles, has defeated him on the NES, in the arcades, comic books. TV and movies. Now, he's got April and he's coming back for another fight in the Turtles' first Game Boy adventure. Thrill through five stages of Foot Clan crunching madness as Raph, Don, Mike and Leo take on Shredder and then. Krang. The graphics and play control are outstanding!







PILICA

Pizza is good food! Eat an extra large with double cheese, a slice, or the first ever edible pizza box and gain some life units back.







Stay in one place too long and the ceiling might drop. Keep moving!

ERS REW YORK

Looks like we've got us a convoy. Hop on the train of trucks and continue your search for Shredder high above the moving pavement. Foot Soldiers are armed with bricks. Deflect their tosses and keep moving.











Baxter Stockman has been waiting for you. Fight off his shower of balls and jump when he dives for you.

Into the River and on to Shredder and the Mighty Krang!

The fight continues under the surface. Shredder is tricky. With Ninja magic, he has the power to disappear and catch you by surprise







STAGE HIVE:

Krang's hideout is littered with hitech traps and deadly lasers. Move quickly or vou'll get fried.



Krang's waiting! luck!





The Tetris tradition continues in Quarth from Ultra. Again you are faced with a cascade of geometric objects which you must arrange or change to eliminate. In Quarth, groups of odd shaped blocks will come at you from the top of the screen. Launch blocks from your Blockbuster to build the odd shapes into squares or rectangles to destroy them.

OLICKNESS COUNTS...

The march of the odd blocks must be stopped before they hit the bottom of the screen. The action can be frenzied as you try to eliminate them quickly.



BUT ACCURACY IS ALSO ESSENTIALL

Quarth is not a shoot-em-up though. for you must carefully plan where each shot goes. Errantly placed blocks will make it tougher to square up odd blocks.

PLAN AHEAD TO SCORE BIG

The fewer blocks you use to



SELECT YOUR BLOCKBUSTER

You can choose from six different Blockbuster Ships. Although each looks different, they all play the same.

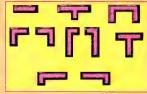
THE ODD BLOCKS ARE COMING

These are the odd blocks you will be faced with in Quarth, Square them away!



After eliminating the qualify-

BONUS GAME



As you get rid of large blocks or many smaller blocks, Power Boosters will appear. These can be activated by pressing the B Button, but each can be used only once. Some Power Boosters have different effects in two-player mode.



Speeds up your block

shots.







Destroys all the falling block patterns



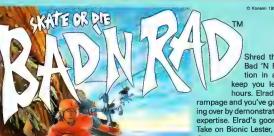
Slows down the falling block patterns.



Speeds up your opponent's falling block patterns.



Produces triple block patterns on vour opponent's screen.





Shred through seven levels of Bad 'N Rad skateboarding action in an adventure that will keep you leaping and rolling for hours. Elrad the Evil One is on the

rampage and you've got to stop him from taking over by demonstrating your skateboarding expertise. Elrad's goons are out in full force. Take on Bionic Lester, Mr. Wart Monger and the rest on your way to a final battle with the big boss of roller-action himself.



You can start vour adventure on any one of

the first four stages, but it's best to begin on the street. This is no cakewalk. You'll have to deal with spikes, dogs, falling plants and disappearing sidewalks before you reach the end and take on the real challenges ahead.



The Berserk Clown at the end of Stage One is armed with explosive Rubber Balls. Hit them with your board and send them back.





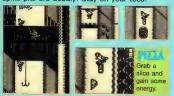






The scene changes to the boardwalk and the

view changes from horizontal to overhead in the second super stage. Watch out for rolling barrels and avoid getting hooked or washed away. The spike pits are deadly! Stay on your toes!





The sewers! Yuk! Slimy rats, fast fish and killer water spouts are just a few of the things you'll have to deal with.

This is your last "practice" stage before you get into the tough stuff up ahead, Elrad's waiting!





© 1990 Activision

A fast and furious exchange of blows await you in a powerful new boxing exercise from Activision. Watch the action from ringside while the fighters move in, then take on the viewpoint of your own contender when the boxing begins. Keep one eye on your opponent and the other eye on the Punch Meter, then aim for the top of a challenging six-fighter field. Its a great game for Video Linking!

Come out fighting from the first bell. If you can manage a knockout in Round One or Round Two, you'll earn two power ups instead of iust one. Go for it!







THE DECISION At the end of each

round, the judges will deliberate on the last three minutes of play.



CHOOSE YOUR FIGHTER











PICK YOUR STRENGTHS

Punch Strength, Speed and Stamina are all important in your fight for the title. Add to your power as you move up.



le's down! You'll make it to the title bout in no time! Keep going until you reach the top!



KNOCKOUT PUNCH

*

When your strong hand Punch Meter is full and your gloves are flashing, you'll be able to unleash one of three different special blows. Choose the one that suits you.

KNOCKOUT PUNCH UPPERCUT





Trapped in a house of 100 "amazing" rooms, the Catboy or Catgirl in Asmik's unique puzzle game must find the way through. It won't be easy, in every room you'll have to push blocks, dig, punch and generally solve the mystery of the maze-or how to escape from it. To help you out, a Take-Back feature allows you to undo any move and try something new. Pretty useful in the upper levels. And in the Edit Mode you actually build your own mazes!



2003898

By pushing the A Button you can take back your last move. Push it again and you'll take back another, and another,





In Catrap, a bad move can become a good move with the push of a button.





To reach the ladder to the upper level. dig underneath the enemies. turn, and hit both of them.

Climb the ladder and iump to the upper deck Punch one space to the left and step back to the





will fall just to your left. Punch it. continue all the way to

Moving to the right, you'll take out the enemy and push the rock off the edge of the upper ledge



Jump on the rock, then hop off on the right side. Push the rock into the hole to reach the



AKE YOUR OWN

The Edit Mode of Catrap lets you challenge your friends with mazes of your own design. Be as cunning as you want, but make sure there is a way to win. There are six types of objects or enemies with which to fill up your dream maze. The combinations are almost endless. Once you've built a customized maze you can play it or change it.





Making a complex maze that works can be difficult.

555 W PL





© 1990 Nintendo

There's nothing down to Earth about Nintendo's new Balloon Kid. Float through cities and forests using two balloons to fly after point balloons, power balloons and to evade birds and other critters who'd like to burst your bubble. Three modes of play add variety. Challenge yourself on Single Play, a friend on VS Play, or hone your flying skills on the Balloon Trip mode. Whatever you do. though, don't let go of your balloons.

Obstacles and enemies are everywhere in the Balloon Worlds ready to pop your balloons. Dodge or duck enemies, but watch for spikes above and foes below.









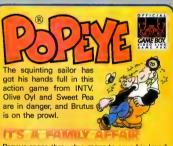
Grab as many of the

balloons as you can

when they emerge from the pipes.

The biting bugs have a taste for balloons.





Popeve races through a maze to save his loved ones from Brutus.



Build up your score by collecting many of the

as i

balloons

you can.





Sets U.S.A., Inc. & Sigma Enterprises, Inc. & King Fe.





Armored serpents are each trying to surround the other while avoiding be-

ing cornered. Missiles and other weapons can be picked up. Try this one on Video Link.

SUBROUND AND CONOUER

Your serpent moves at the same rate as the enemy. To get in front of your opponent you'll need to cut him off at the pass.







If you get the lead on the enemy, turn across his path. Keep turning in the same direction to surround him.

Once the enemy can no longer move, you will win the war.

Electro Brain puts you on the fast track with off-road vehicles, a half pipe for a road and 10 long stages to the checkered flag.





Along the race course you'll

useful items like explosive Nitro and a clock to freeze vour timer.

> Don't wreck your chances by barreling into the posts. If you do, vou'll lose time.

These boulders are bad news, but they're easy to dodge. Swing up the side to avoid them





counting calories-the more he gets, the happier he is. But a full

menu of dastardly delectables want to put Mr. Chin on a permanent diet. It's up to you to make sure that Mr. Chin gets his.

Hidden in some of the blocks are bombs that turn enemies into peaches. Breaking blocks is a good way to earn calories and open new paths.



The Terror of Tokyo becomes the hero in this puzzle-type game from Toho. The fire-breathing hero scorches enemies and melts blocks to move from one puzzling stage to the next.



swarming from every direction. Most can be defeated with single, blazing breath, but others are too tough. Trap and defeat them with blocks.

come

Enemies

You can run and climb, but you can not hide.

Godzitle @ 1990 Toho

NEW FOR GAME BOY, MA

New! Improved! Unusual! Fun! And all on the way for the most power packed hand-held around!

THE RESCUE OF PRINCESS BLOBETTE—

The second installment of the popular A Boy And His Blob series should be available for Game Boy this winter. After sav-



the boy and Blobert find that the Princess of Blobo-Ionia. Blobette, is being held captive in the Evil Alchemist's castle. The boy and his Blob start out in one tower of the castle and must make their way through mazes and traps to reach the other tower and rescue the Princess. What happens then is a surprise!

DISNEY'S DUCK TALES-

Capcom's translation of the NES game to Game Boy is flawless, there are few differences between the two. So whenever you travel, you can take along Uncle Scrooge and join in his search for the legendary Five Lost Treasures, Continuing its affiliation with Disney, Capcom is also developing Game Boy games starring Mickey Mouse and Roger Rabbit.

R-TYPE-



Even without colors, the graphics of Irem's R-Type for Game Boy rock heavilv. You'll encounter similar enemies and even power-up with the same items you'll find in the

arcade unit. It's power packed! Irem is also working on Kung-Fu Boy (similar to NES Kung Fu) and Kid Niki Radical Ninia for Game Boy.

BO IACKSON BASEBALL-

Finally, Bo knows Nintendo! A new licensee, THQ. is planning to produce this Game Boy Sports Pak starring everyone's favorite know-it-all super athlete. Bo Jackson.

NOBUNAGA'S AMBITION-

In one of the most ambitious NES to Game Boy conversions vet. Koei will pack all the strategy, story and game play of the NES historical simulation. Nobunaga's Ambition, into a Game Boy cartridge.

SUPER SCRABBLE-

Milton Bradlev's Scrabble for Game Boy has 10 skill levels and can be played by two players with or without a video link cable. Scrabble's built-in dictionary contains 30,000 words, so there shouldn't be any argu-



ments about spelling. Also in Game Boy's future from MB are Mouse Trap Hotel and Jordan Vs. Bird haskethall

SIDE POCKET—

Data East is bringing their classic NES billiards game to Game Boy, and it's like having a pool hall in your pocket. Play control is very similar to the NES game, and in the absence of color, you can choose to see the balls with numbers on them, or in different shades of grey. The arcade classic, Burgertime, is also on the broiler from DF.

ROBOCOP-



Nine levels of Law Enforcement challenge await you in Ocean's RoboCop for Game Boy. The action and story follow the RoboCop coin-op more closely than the NES game, Its a hit!

NEXT ISSUE

Just one year ago Nintendo introduced the revolutionary hand-held video game system known as Game Boy. It was an immediate smash success. New games for the system are pouring out of the labs all over the world. Below is a current listing of released Game Boy titles.

	Albeo PHK		RELEASE	
GAME TITLES	OPTION	TYPE OF	RELEASE	COMPANY NAME
Alleyway	1P	Action	6188	Nintendo
Baseball	VL-S	Sports	9/89	Mintendo
Bases Loaded	VL-S	Sports	6/90	Jaleco
Balman	1P	Adventure	5/90	Sunsoft
Boomer's Adventure	VL-S	Action	4/90	Asmik
Bugs Bunny's Crazy Castle	112	Adventure	3/90	Kemco-Seika
Castlevania: The Adventure	1P	Adventure	12/90	Konami
Catrap	122	Puzzle	10/90	Asmik
Cosmo Tonk	VL-S	Adventure	10/90	Asuka
Daedalian Opus	19	Puzzle	6/90	Vic Tokai
Double Dragon	VL-S	Arcade	8/90	Tradewest
Dr. Mario	VL-S	Puzzle	10/90	Nintendo
Final Fantasy Legend	12	Adventure	10/90	Square
Fist Of The North Star	VL-S	Action	4/90	Electro Brain
FlipvII	VL-S	Puzzle	4/90	Taito
Fortress Of Fear: Wizards & Warriors	1P	Adventure	9/90	Acclaim
Gargoyle's Quest	2PA	Adventure	6/90	Capcom
Golf	VL-S	Sports	3/90	Nintendo
Heiankyo Alien	VL-S	Action	4/90	Meldar
Heavyweight Championship Boxing	VL-S	Sports	10/90	Activision
Kwirk	VL-S	Action	3/90	Accloim
Lock 'N Chase	1.P	Action	6/90	Data East
Malibu Beach Volleyball	VL-S	Sports	4/90	Activision
Motocross Maniacs	VL-S	Sports	12/89	Ultra
Nemosis	10	Action	4/90	Ultro
NFL Football	VL-S	Sports	4/90	Konomi
Paperboy	12	Arcade	6/90	Mindscape
Penguin Wars	VL-S	Action	6/90	Nexsoft
Pipe Dream	VL-S	Puzzle	9/90	BPS
QBillion	VL-S	Puzzle	4/90	Seta
Qix	VI-S	Arcade	5/90	Nintendo
Quarth	VL-S	Action	6/90	Ultra
Revenge Of The Gatar	2PA	Pinhall	2/90	Hal America
Shanghai	10	Puzzle	6/90	Hai America
Skate Or Die	10	Sports	10/90	Ultra
Snoopy's Magic Show	VL-S	Action	10/90	Kemco
SolgrStriker	1P	Action	3/90	Nintendo
Spider-Man	1P	Action	6/90	LIM
Super Mario Land	1P	Action	9/89	Nintendo
Tennis	VL-S			Nintendo
Tetris	VL-S	Sports Puzzle	9/89	Nintendo
TMNT: The Fall Of The Foot Clan	VL-S		9/89	
	1P 2PA	Adventure	10/90	Ultra
World Bowling	ZPA	Sports	4/90	Romstor

Key For Game Boy Directory:

1P = One Player

2PA = Two Player Alternate Play

VL-S = Video Link Simultaneous Play



Is Tetris the perfect game? It's hard to say. No one has ever won.



Game Boy Golf requires all the skill of the real sport.



TMNT on Game Boy looks like a winner.

- 4. Double Dragon
- 5. Final Fantasy Legend
- 6. Revenge of The Gator
- 7. Gargoyle's Quest
- 8. Batman
- 9. Super Mario Land
- 10. Quarth

The rankings above are from the Pros at Nintendo HQ. We'd like to hear what your favorite Game Boy titles are. Send them to the address below.

Game Boy Top 10 P.O. Box 97063 Redmond. WA 98073-9763

TAKE A LOOK AT WHAT'S IN STORE FOR THE FUTURE!

PREVIEWS







TAME THE BEASTS.

meets aren't like the nasydiens of other action games. Certain ones enjocandy, and after taming chem with a treat. Nemican hitch

The characters and setting of Little Nemo are based on a classic series of Sunday comic pages from the early 1900's, titled "Little Nemo In Slumberland." Little Nemo was the brainchild of the artistic genius Winsor McCay, who was also one of the pioneers of animation.



collected the original
Little Nemo pages.

D 1876 Dever Publications, Inc.







Blo amelioson, the Corille can punch meen monetane en climb like



In the little can be seen of Stem beriend, the Can will let Nemone file shell to de their high Rem.















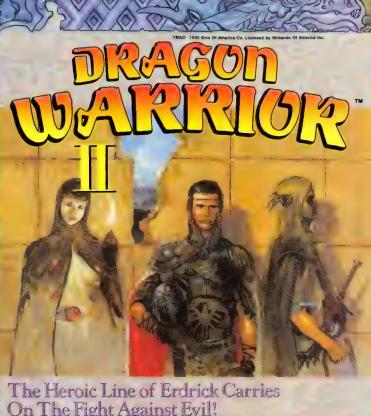
The Bumble Bee can fly for short distances and sting, but he hates to get wet. ous Mend's het-Nemo cen-men gent lence hounce on be











On The Fight Against Evil!

For years after the Dragon Lord was defeated, peace ruled the land of Alefgard, Descendants of Erdrick reigned there and in the nearby lands of Moonbrooke and Cannock. Few dreamed that another evil of the Dragon Lord's magnitude would rise again. But alas, this time of prosperity was not to last. Out of nowhere the evil sorcerer Hargon struck, levelling the castle of Mounbrooke and threatening to conquer the entire world. Hargon's armies now roam the world, waylaying travelers and wreaking havoc. But all is not lost. A sur-

vivor from Moonbrooke escaped and made his way to Midenhall with news of his homeland's ruin. With this warning of impending doom, Midenhall's King sent his prince to grapple with his destiny as a Dragon Warrior. Much has changed since the first Dragon Warrior set out on his quest so long ago. A far larger world awaits. A party of three adventurers is yours to role play. And the challenge has never been greater. It is time to return to the magical world of Alefgard in Dragon Warrior II from Enix of America.



BEYOND ALEFGARD

The original Dragon Warrior adventure took place within the borders of Alefgard; a vast land indeed, but only a small corner of the world. In fact, the new quest begins far from Tantegel Castle, at Midenhall Castle. The next Dragon Warrior must scour the globe for the items he needs to defeat Hargon. An enormous task for even the greatest fighter, which is why he will have help in this adventure.



Land and sea areas four times the size of Alefgard need to be explored and conquered by the new Dragon Warrior.

YOU ARENOTALONE IN YOUR OUEST

As the next Dragon Warrior, you need not be discouraged by the size of your quest, for you will not face the danger alone. Two other brave warriors of the line of Erdrick will join your quest and bring with them magical powers and fighting skill. But you must locate these valuable allies not an easy task, as your family lies scattered throughout the world.

HARGONSARMIES

Gone are the times when the Dragon Lord's solitary monsters roved about aimlessly. Hargon's followers are well organized and travel in deadly groups, with members chosen so their sinister powers work together for the deadliest effect.



A single villain stands little chance against the might of three warriors.



Large groups of creatures, however, will try the strength and courage of even experienced fighters.



The young Prince of Cannock wanders the land, seeking to prove his courage. Find him to gain a loval companion.



Lift the curse from the Princess of Moonbrooke to gain an atly schooled in mighty magic.

GLORE STAMMING ALTVENTILIEERS Regulie Special Transportation

In a port city far from home, you will gain the use of a hearty sailing ship, which will make travel from place to place much faster. But even on the high seas, Hargon's hordes will harass and seek to annihilate you.



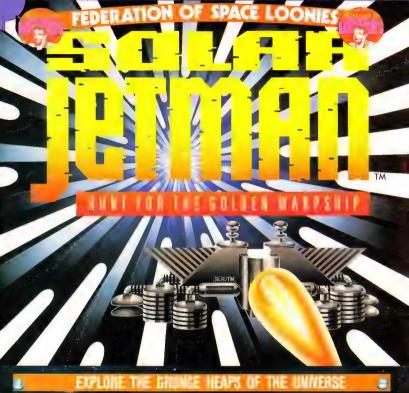
unfurl the sails for high adventure.



Explore even remote islands, for clues can be anywhere. Good luck!







Deep space salvage has never been an easy business. It's expensive, dangerous, dirty, lonely and the junk you're likely to find probably wouldn't interest a Zainian fludogalthough it might make him angry. Still, you never know what you might and, and if you're a Galactic Garbage Gourmet you will do anything to find out. That's the idea behind Tradewest's bold new action mission into uncharted space, Solar Jetman, a real find.

Get stuff or get stuffed, that's the simple choice for a salvage pilot. While scrounging for artifacts, aliens jealous of their junk will try to zap you. Don't let the gravity of the situation get you down, or you'll crack up.











Luckily, not all that orbits a planet is junk. As you jet through cavernous planetary passages, dodging attacks, shooting trate aliens and fighting the constant pull of gravity, you'll find lots of useful stuff. Fuel bins, a shield, valuable gems the size of a mutant starcow and pieces of the fabulous Golden Warnship! And with the gems, you can buy some great broducts from the Interstellar Marketing Co., such as Homing Missles, Time Bombs, Titanium Bullet Packs, Efficient Engines and a planetary map ping device.

SHOPPING IN SPACE

Once you've earned some big Solar Bucks it's time to Blast-off for an orbital shopping spree. Your first purchase should be the mapping device.









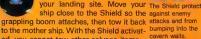






ed, you cannot tow other salvage items.

The Shield is lying in a deep cave below and to the left of your landing site. Move your The Shield protects ship close to the Shield so the against enemy grappling boom attaches, then tow it back attacks and from





Preludon, first planet in the PLANET: PRELUDON Zandor System, is a hostile DATA: GRAVITY & but rich world. Once you DIAMETER 7 land, go out and explore, but System 1-2000 watch out for native Prel-

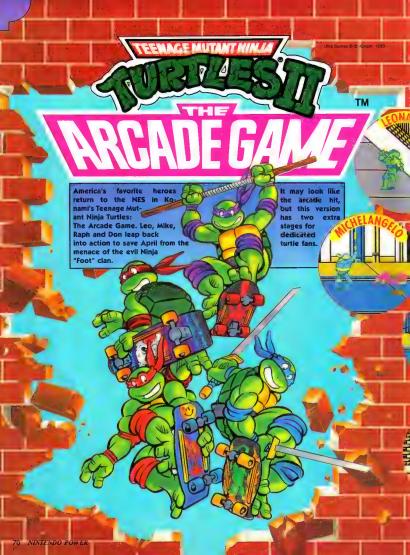
udonians who are bound to attack. Most of the planet is accessible through rocky passages, but one deep chamber can be reached only through a warp zone.



Destroy the Preludonian threat before trying to retrieve the Shield. Once an enemy is blown up, it won't

Our exploration of the galaxy, our unending, each for mass riches, the Golden Warpship, and the good life in Zero G sneakers will continue in a future issue of Nintendo Power. You'll learn how to warp within planets and blast-off to new worlds. Why should you care? Because the universe is your oyster when you b ome a Solar Jetman fanatic





It all began when Master Splinter found four orphan turtles and took them to his home beneath the streets. Accidentally covered with a toxic slime, overnight they grew in size, strength and wisdom, as did Splinter himself. In time the turtles learned the art of ninjitsu from Splinter. And then they went into the streets to kick some Foot. In particular, they hunted The Shredder. Now, combing streets and rooftops like four green shadows, Leonardo, Raphael, Michelangelo and Donatello practice their secret arts.









ALL THE EXCITEMENT AND ACTION OF THE ARCADE HIT, AND THEN SOME

The programmers at Konami did a great job converting the arcade program, and turtle fans are going to eat up the great graphics, sound and control they've come to expect. The two turtle option (as opposed to four in the arcade version) gives you a real

fighting chance to slice through all the scum and develop the close team work that is the trademark of the world's toughest reptiles. The action is non-stop and the enemies never seem to give up. Before you know it, you'll be yelling Cowabunga, too!





If a bowling ball hits you, you'll be as flat as a pizza. Jump after the second ball



The Mousers have mechanical pincers and laser zappers. Kick 'em from behind!



Jump kicks and rear attacks work best against the mad charges of Rocksteady.

FLYING JUMP KICKS

In the first Teenage Mutant Ninja Turtle game for the NES the turtles' attacks were limited to ground fighting. Now they can leap like true Ninja and kick with awesome power. Because you can control Flying Jump Kicks while in midair, you can adjust your attack for cunning enemy dodges. But be careful of foes who use an up-thrust attack.









The first stage swarms with members of the Foot Clan—red, white and blue Ninja. Bowling balls rumble out of stairwells and voracious Mousers are guarding the room where April is held. The final battle of the stage pits you against giant Rocksteady.



April's been nabbed again by fiendish Foot foes and the turtles must battle through streets tearning with enemies. Your battle strategy will be the same as in the first stage. Use your ninja weapon on Foot Clan fighters and Jump Kicks on the evil Bebop.



FALL FAVORITES

New Games Now Available



Copyright 1990 Tengen

Black clouds swirl as lightning crackles across the night sky. No one has seen a night quite like this since the last time the chosen four were called upon to save the land. Can the four courageous warriors reunite once again to challenge the Gauntlet for the sacred Orb? Over 100 rooms will test your courage and strength in the first four-player action/adventure game from Mindscape, So, grab an NES Satellite and three friends and hit the mazes



SMASH ARCADE HIT COMES TO NES!

If you've played Gauntlet II in the arcade, wait 'til you play this top arcade hit for the NES. Superb graphics, digitized voice, and a simultaneous four-player option (adapter needed) will keep your quarters in your pocket instead of the arcade.



is it the arcade or NES version? We can't tell the difference!

LOOK FOR THIS SPECIAL PASSAGEWAY

Warp from Level 1 to Level 6 through this bonus passageway. but watch out for surprises on the other end



4 PLAYERS CAN PLAY AT THE SAME TIME!!

Play up to four players simultaneously with the NES Satellite or the NES Four Score!! Yee Haw!



CHOOSE YOUR FAVORITE WARRIOR









THE WARRIOR Thor, the mightiest of warriors, has a deadly axe.

Speed, strength. and courage, balance Thyra's attack.

Merlin, the master of the incantation. has powerful magic.

Deceptively fast. Questor can attack and escape quickly.

SURPRISES GALORE!!

There are many hidden secrets in this game. Try to shoot, touch, and pick up as much as you can, but remember you might be sacrificing precious energy for future levels.

BONUS ITEMS

The Jugs that have a question mark on them contain extra items you will need to complete your battles. But watch out! Sometimes these Jugs may contain poison as well.





HIDDEN SURPRISES IN THE WALLS

If you find yourself in a tight spot, try shooting the walls. Hidden food and other useful items will sometimes appear in the walls.



Think fast because these exits will move faster than you can blink an

eve. Try to stay near a closed door, and when it opens vou'll be ready to exit to the next level.



BONUS ROOMS GALORE!!

Make sure you follow the special hints between levels for clues to special bonus rooms.







START @ The Walt Disney Company, Published by Bandai America Inc. Licensed by Nintendo of Amer-

Tracy knows Big Boy Caprice and his gang of killers are behind the latest crime wave to hit the city. But he needs proof, and lots of it, to put Caprice away. Now you can be Dick Tracy in this new action game from Bandai. From fist fights with thugs to shoot outs with gangsters, all the thrills of the hit movie are here. But there's more to it than that-you'll also have to find clues and use your deductive powers to figure out who's quilty in each of six capers.



GOONS GALORE

ica Inc.

The city is crawling with Big Boy's goons: Itchy, Shoulders and Pruneface. And behind the scenes is Mahoney-who's side is she on. anyway? It's up to Dick Tracy to arrest Big Boy's top thugs.



LOOK FOR EVIDENCE

Tracy will put lots of mileage on his shoes and his trusty police sedan looking for evidence throughout the city.





Study mug shots of the suspects

BANG UP ACTION

Big Boy's goons would rather fight than give up evidence. A knuckle sandwich will convince them to cough up their clues.





Don't shoot unarmed thugs, but if they

BRIGHT LIGHTS, BIG CITY

It's a big, beautiful city, and Tracy will become familiar with every nook and cranny of it as he ferrets out clues and mobsters. Don't wander aimlessly, or you're liable to get shot up by snipers. Take the direct route to any destination by following the map.





1st & D Basement 1st & G Autoshop 1st & H Print Shop

1st & I Club 1st & J Basement

2nd & C Autoshop 2nd & F Boller Room

3rd & H Garage 3rd & J Apartments

4th & D Warehouse 4th & H Club Ritz

4th & I Lips Manils' Cint

5th & A Hotel 5th & B Flophouse 5th & C Apartments 5th & G Library 5th & J Nightclub

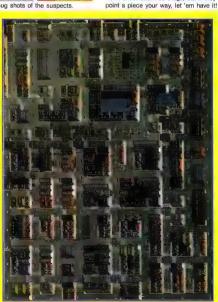
6th & G Office 6th & J Store

7th & A Nightclub 7th & D Grill 7th & E Nightclub

7th & I Photo Shop 8th & C Bank 8th & J Hotel

9th & C Barber Shop

9th & D Pier 9th & F Pier 9th & J Pier





FMD 6 1990 YEXAN USA CORP NUMBEROO OF SPECIAL INC.

TM and @ 1990 Tayan USA Corn

Strap on your Low Gravitational Belt and prepare to do battle with some of the biggest (some are over 3 screens highl) intergalactic robot warriors this side of the Milky Way. Join the elite forces of Low G Man in Taxan's newest adventure game and help stop these mechanoid madmen and their evil alien bosses from eliminating the entire humanoid population.



POWER-UP WEAPONS

AN ELITE FORCE OF ONE!

The year is 2284 and the Countries of the United Earth (CUE) are under attack. Can the galaxy be saved from these metallic monsters? Only you and the forces of Low G Man can determine our future Good luck Low G Manil





Clear your path

Defeat your

enemies with

spray.

with machine gun

CATCH A LIFT FROM THESE SPECIAL TRANSPORTS

riding in vehicles that can be captured. Defeat the robot driver and the vehicle is yours.

he Walker

DEFFAT YOUR TOUGHEST ENEMIES WITH THESE SPECIAL WEAPONS

Specially made for Low G Man. the Flectro-Magnetic Disrupter Pistol will temporarily disable the Robot's electrical system while the Armor Piercing Spear can inflict heavy damage through the thickest of metals.

Standard Equipment



Blaze past your enemies with this searing weapon.



Boomerang

Put'em down under with this weapon.



Bomb

Your enemies will get a bang out of this.



Wave

Blast through your enemies with this super wave of power.



Some of the enemy robots will be

You can defeat flying enemies easily using this technique.

Learn to use these weapons one

after another for best results.

MECHANOLD MAYHEM Ocean Madness!

Industrial Chaos!

Battle the smaller robots here while you learn to use your weapons and new fighting techniques. This is a good place to power-up your special weapons and low gravitational belt for later.



Rocky Mountain Way

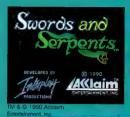
Plan each step carefully because it may be your last in this area full of long climbs and even longer falls. You've got to be rock solid to make it through here.

Travel deep below the









Swords & Serpents from Acclaim plunges you into a Role Playing fantasy of epic proportions. All the best features of Role Playing Games are included-secrets hidden in the dark, a legion of enemies to be faced, magic spells, and a party of heroes each with his or her own talents. But there is more: warp zones, auto maps, unique battle controls and a four player option using the NES Satellite.



Enter The Maze Of The Great Serpent

For hundreds of years the serpent dwelling in the labyrinth has slithered from his lair to terrorize the countryside. Now, at last, four fearless adventurers have set out to put an end to the menace-a warrior, a thief and two young magicians. Secrets and deadly peril await, but also treasures.



A mysterious old man gives advice from time to time.

Leave No Stone Unturned

As you move through a maze level. the auto map illuminates the unknown darkness, revealing nearby features. Cover every square inch so you don't miss important items.





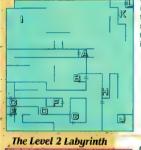
Take Shortcuts To Save Time And Life

Zoom Tubes and Teleporters are a quick way to get you where you need to go. But at first, it's hard to tell where they'll take you. Make maps to help identify what level you've warped to.

The Tubes are a great way to go to from the Temples on levels 1. 5 and 10.

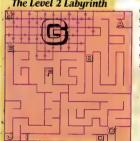


The Level 1 Labyrinth



Here you'll begin your quest into the shadow world of the labyrinth. The bats. spiders and guards are relatively weak. Earn weapons in battle: don't buy them.

- A. Temple
- Wise Man Wise Man
- D. Wise Man
- Information
- Information Armory
- H. Information
- Information Spell
- Guard Stairway



On the second level, prepare to meet stronger enemies. There are many dead-ends. so maps are important. When Life runs low, go back to the Level One Temple for a refill.

- A. Information Wise Man
- Locked Door Information
- Wise Man Teleporter
- Great Sword: somewhere the mazel
- H. Shield
- Zoom Tube
- Stairways

Fighting Smart

Acclaim has built in a unique battle control that adds a real feeling of actionsomething most RPGs lack. As you push the A Button to attack control where your weapon strikes the enemy by using the Control Pad. If the enemy is protecting its body, aim for the head or legs. Many monsters have a weakness. Find it and exploit it.



Monsters always leave some part exposed to attack.



BARKER BILL'S TRICK SHOOTING™

Step right up and try your luck at Barker Bill's Trick Shooting galleryl Nintendo's hit the bull's-eye with this new 4-in-1 Zapper game that's fun for the whole family. Will it be Balloon Saloon, Flying Saucers, Window Pains, or Fun Follies? Take your pick, they're all a blast! Practice up, then challenge the sharp shooter in your house—and let your Zapper do the talking.



HOTSHOTS

Be patient in the Balloon Saloon. When two balloons cross, blast both at once for 1000 points. To score 1000 in Flying Saucers, use a single shot to shatter two of them. Draw a bead and time it right to score big.



ATM WELL

Check your stats. When your turn is up, you'll see your record. It shows how many you hit and how many you missed, then it rates your accuracy. Compare your average with previous rounds or with other players' scores.



_
mi
44
OCCUPACE
90%
90 k
89 %
75 K
475
88 %
200
_

BALLOON SALOON

Blast the balloons as they bob up, before they blow away. It's easy at first, but they pop out and float off faster and faster as you advance to higher rounds. Every direct hit scores, and some balloons contain valuable jewels.



Don't be fooled by the pesky pup! If he fries, you lose two lives.

FLVING SAUCERS

Bill and his assistant are pitching the porcelain in Gallery Two. DO NOT try this at homel Play it safe and fire while you have a clear shot. Or, take a risk and score more points by waiting. The farther they drop, the more they're worth. But if you miss, expect a bark from Bill.



Sometimes Bill tries tricky tosses—watch for straight shots to the sidelines.



This parrot is a pest. Hit your target before he has a chance to snag it.

WINDOW PAINS

Objects are visible behind glass panes, but don't fire before they drop into the open. Hats and hammers, cans and kettles, all have equal value, but some are trickier to hit than others. Practice your timing in the early rounds—the window layout becomes more difficult as you advance, and the objects fall more quickly.



All objects gain speed as they fall, but they gain value, too.



Zap the diamonds! They give you clout in the bonus round.

FUN FOLLIES

For variety, you can't beat the follies. You'll go from balloons to saucers to windows, then to golden coins. It's a great way to test all of your marksman's skills.



Closed season on people and parrots: you'll pay a penalty if you zap them.



Feeling lucky? Take a chance on earning extra lives.



TM&© Bandai 1990

Brainwashed vampires, werewolves, and ghouls all block your way as you try to rescue Emily from the clutches of the giant Frankenstein. You'll need to use your great jumping ability to save yourself from many horrible fates! Even when you think you've defeated the strongest of foes, blink your eyes and another despicable demon appears. Explore each region for secret power-up items; you'll need



Can you save Emily before it's too late? Make haste!

A thunder storm causes Frankenstein to rise from his grave. He enters your town looking for a bride. Then, he finds her. It's Emily. your girlfriend! Can you save her?



Kneel to meet

this small but

feisty enemy!

Get much needed help from friends along the road.

The town elder and Blademaster will aid you in your quest. Tell them who you are and they'll give you the strength you need to fight.





Use your jumping

ability to dodge

these beasts'

This ominously quiet town has been raided by monsters.

Upgrade your weapon for more attacking power!

Some enemies carry powerful crystal balls. Collect one of these to add magic to your weapons. With the power of the crystal ball. you can attack from farther away. Use it wisely; you'll need it!



Earn A Stronger Sword



Get a finer blade by defeating the boss at the end of stage

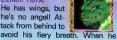
Now You See Me. Now You Don't

This ghostly fiend in the can vanish before your eyes. You never know when he might "drop in".



Meet Jone 15 111 go steats

Demon Horse



lands, you will have to perform some fancy footwork to escape his strike.





He&SheDevil

Focus your attack toward the monster in the trees

The he-monster, though less of a threat, will still try to mow you down.



Aim for the shemonster in the trees. She is your true foe!

Medusa's Lair

As Medusa advances, be wary of her grasp, Slash

at her until she reveals her true form. then watch out for the lashing of her tonque.









EIRTHOAY BLO

Celebrate Bugs Bunny's 50th birthday with a loony new adventure. Bugs' cartoon cohorts aren't getting half as much attention as their farmous friend and they're aiming to stop Bugs from making it to his birthday bash.

It's a long way to the party and

Bugs has to run and jump past a lot of obstacles and oddball enemies in the style of Super Mario Bros. and other classics. With his Bopper, Bugs can smash foes and also hit See-Saws to spring up to higher areas. By collecting Carrots on his way, Bugs can earn chances

from KEMCO/SEIKA

TM&© 1990 Warner Bros. Inc. Bugs' 50th logo is a trademark of Warner Bros. Inc. 1990 © Kernco

to go into the bonus rounds at the end of each stage.

Watch for appearances from Tweety Bird, Sylvester the Cat, Yosemite Sam and other great Warner Bros. characters.







GILLIGAN'S ISLAND OF 1984 Gladasya-UA TV OF 1989 Turner Editedamment Co. OF Banda 1989

The classic television series, Gilligan's Island, was known for its zany slapstick humor. Now, that same kind of crazy fun is available for your NES with Gilligan's Island from Bandai. Join Gilligan, the Skipper, the Howells, the Professor and Mary Ann for an adventure on their famous deserted island. As the Skipper, it's your job to head the effort to get off of the island and, at the same time, keep Gilligan from getting into trouble. You and Gilligan will walk along the island trails seeking help from





BIGFOOT

from ACCLAIM

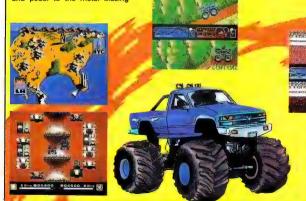
© 1990 Acclaim Entertaintainment Inc. Designed and Developed by Beam Software Pty. Ltd.
Bigfoot R and 4×4×4 R are Registered Trademarks of Bigfoot 4×4×4 Inc.

Race across the country in a twoplayer simultaneous rally for the monster truck title. From Los Angeles to Mesa, Reno, Yakima and beyond you'll experience the thrills of car crunching, hill climbing, mud bogging, tractor pulling and pedal to the metal blazing

over rough terrain. That's a whole lot of smoke!

punch your way to victory.

The action is shown from two different angles. In the rally, you'll see the race from overhead. Pick up prize money, shock absorbers. nitro packs, buzzsaws and other extras. Then blast off to the finish line. In arena events, you'll see your truck from a side view. It will take some practice to master the play control of these events, but no one said moving one of these big machines was easy!





CIRCUS CAPERS

from TOHO

Set off on an adventure under the bigtop in this new action game from Toho. Some mischief is afoot in this circus setting and you have got to get to the bottom of it by fighting off evil clowns and other dangers in the tent. You'll have to be quick at the controls to take on

all of the dangers that lie ahead. Keep fighting and eventually, you'll make it to the leader, Mr. Magic!



Play this familiar bonus





Wait until the 'gators close their

mouths then jump.

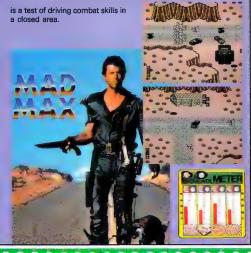
MAD MAX

© 1990 Warner Brothers Inc. Program © 1990 Mindscape Inc.

Post nuclear devastation has resulted in a world of Road Warriors. As Mad Max, a resourceful survivor whose most prized possession is his car, you are among the many others driving across the barren land in search of gasoline, food and water. If you collect enough supplies, you can trade them for a ticket to the driving arena and a chance at breaking free from this daily struggle. The game is not as much an adventure through the devastated world as it



Trade food and water for other





GEN THE RULER

Add strength and

resources to your

In the tradition of Nobunaga's Ambition and Romance of the Three Kingdoms, Hot-B presents their own battle strategy game based in feudal Japan. Shingen the Ruler centers on the exploits of Shingen Takeda, a Japanese ruler in the year 1545. As Shingen, you must maintain control of your own region and attempt to expand your holdings. You can enlist armies, develop land, mine for gold, create alliances and make other moves that will contribute to the wealth and strength of your region. Like the games that proceed it, Shingen the Warrrior is short on action but very deep on strategy and involvement.





BACK TO THE FUTURE II/III

from LIN

by TM. @ 1990 LJN Ltd.

LJN is hoping that if you enjoyed the hot Back To the Future movie series, then you will find its latest creation. Back to the Future II/III a winner. Biff Tannen has caused some trouble by stealing a sports almanac in the future and bringing it back to the past. Now. Marty McFly has to set things straight by finding the items that Biff has scattered throughout time and space. Once Marty succeeds in picking up the items in the city streets of 1955 and in defeating the creatures he comes across. he'll enter the second part of the game which takes place in 1885. There, he will find more items to pick up and more enemies to beat. This time travel game sequel puts a heavy emphasis on searching for items and defeating enemies just like the original Back to the Future game. But this time, get ready for real time travelling adventure! If you have been looking for a video with wacky action to tap into, this is it. Your future is here and now!





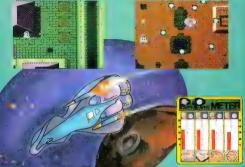




from HUDSON

TM&© 1987 Hudson Soft.

Basic flying and firing skills will make you a master of this shootand-steer action game from Hudson. Command your Starship through a series of enemy packed areas and take on the dangers of a strange land. On the way, you'll pick up special life replenishing items if you fire at the right targets.





from L

TM&© 1989 The Fourth New Line-Heron Venture, Manufactured by LJN Toys under license from New Line International Releasing, Inc.

Freddy's on the rampage on Elm Street again and only you can stop him! Take with you as many as three friends by using a fourplayer adapter and run through the abandoned houses of the neigh-

A CAMPAGE
OF EASTER

1 PLAYER
2 PLAYER
4 PLAYER

Up to four players can join in the terror using the NES satellite.



Collect the bones in the houses and you'll find Freddy.

borhood in an attempt to rid the street of this maniac once and for all. The houses are packed with dangers. You'll have to leap over gaps in the floors and get around strange creatures that have taken over. Collect all of the bones scattered throughout and you will gain access to the cellars and attics where Freddy roams in his many forms. Each time that you defeat one of his forms, you will earn a key to the next house. Good reflexes and dexterity are a must in this haunted house adventure.



Freddy.







from ROMSTAR

Overhead motorcycle action and thrills are what's in store from this new game. You'll have to fuel up at

peting cycles and dodge obstacles the beginning of the race. to make it to the end. Make one

opportune times, swing by com- mistake and you'll start again at









from MILTON BRADLEY

© 1989 Fablek, Inc. © 1989 Rare Coin-It, Inc. © 1988 Tad Corporation

It's you against entire platoons in a head-on guns-and-grenades combat mission from Milton Bradley. Dodge enemy bullets, aim with the crosshairs and spray the

grounds with fire to clear each level. It'll take quick reflexes and a gung-ho attitude to complete your mission. While similar games such as Mechanized Attack and Operation Wolf include an option to use the Zapper Controller, this game is not equipped for use with a light gun.











from ACCLAIM

R&© 1989 Williams Electronics Games, Inc. Programmed by Rare Ltd. © 1989 Rare Coin-It, Inc.

Go on a two-player simultaneous manhunt with this arcade thriller. It's a walking tour of the hangouts and hideouts of deadly dope dealers and nasty riff raff. You and your partner must clear the streets and make them safe for law abiding citizens. Bust dope dealers by approaching them without firing and reading them their rights. It's difficult to do in the crossfire and sometimes other means are

necessary. Quick reflexes and practice will make you a master of this game.











Super FamiCom Announced In Japan

Nintendo 16-bit home video game technology has arrived in Japan1 Nintendo Company Ltd. recently announced that the 16-bit Super FamiCorn will be introduced in Japan in November, to complement the hugely successful FamiCom. As many readers may know, the FamiCom served as the basis for the Nintendo Entertainment System. So what does the announcement of the Super Fami-Com in Japan mean for American NES fans? Read on and find out!

wowed those who attended the Nintendo press conference roll-out. Demonstrating the Super FamiCom's new graphic power were

the abilities to twist, rotate, stretch, zoom in on and miniaturize game images. The maximum screen resolution is 512x448 pixels, and the maximum sprite size is a giant 64x64 pixels! Com-

bined with a palette of 32,768 colors to choose from, the Super FamiCorn can create and manipulate the most amazing 16-bit graphics yet. All these great technical capabilities will be put to fullest use by the world's top programmers. Nintendo has so

FamiCom titles, all of which should come out in Japan at the same time as the system: Super Mario World (Mario rides a dinosaur and gains even more power-ups!), Flight Club (a super flight simulator) and F-Zero (a hot racing game). In addition, a new adven-

ture in the Zelda series is slated for release next year for the Super FamiCorn. While the Super FamiCorn will not be widely available in Japan until this Christmas, we'll be sure to keep you posted on how this new super systern takes off, and how its library of soft-

ware develops. There's still no word on when a Nintendo system like the Super FamiCorn will come out in the United States, but you can be sure that you'll read about any plans first in Nintendo Power! (As was the case with the FamiCorn to NES conversion, certain design elements and technical capabilities will be different in any future U.S. version.) Look to future issues of Nintendo Power to get hard

facts and not wimpy rumors on this hot new development in Nintendo

technology!

TECHNICAL DATA BOX-

Super FamiCom (Japan Version) CPU: 16-bit with 1 Meg Custom DRAM.
PPU: 16-bit with 2x256K SRAM.
Sound Module: Independent 8-bit
CPU with 512K SRAM, 16 bit PCM, 8
Voices with sampling. Controllers:
Detachable with 8 way control pad
and 8 (!) input buttons. Other Features: 28 pin expansion port. "MultiOut" port supports Nintendo Mono
AV, Storeo AV, RGB Monitor and Super
VHS cables.





Wil Wheaton

The average 17-year-old only has an opportunity to travel through space in search of "strange new worlds," while playing the NES. But as a crew member aboard the Starship Enterprise, Wil Wheaton "boldly goes where no one has gone before"—on a weekly basis. Wheaton, who stars as Ensign Wesley Crusher on "Star Trek: The Next Generation," is far from the average Nintendo-playing teenager. Following his debut in the film "Stand By Me" in 1985, he has successfully managed to juggle a variety of roles in his life. From maintaining a 3.8 G.P.A. throughout high school to starring in several major television and theatrical features, to scoring goals in the NES hockey game "Blades Of Steel." Wheaton applies equal concentration to each activity.

"I admire Nicholas Cage's work more than any other actor because of his philosophy that acting allows you to become anyone that you want to be," Wheaton said. "The same is true when I'm playing Nintendo. It's easy to pretend I'm Wayne Gretsky every time I score in Ice Hockey." Indeed, the avid Los Angeles Kings fan will get some real ice time this year when he ioins Michael J. Fox on The Hawks. an all-celebrity ice hockey team. If not for landing the lead role in "Stand By Me," Wheaton might very well have considered becoming a professional ice hockey player. "I started out doing commercials for Jello Pudding Pops and Betty Crocker Brownies." recalls Wheaton, "But it wasn't



until "Stand By Me" that I decided

to become serious about acting. Wheaton's dedication to his craft soon landed him a starring role as Ensign Wesley Crusher on "Star Trek: The Next Generation," a character he has enjoyed playing for the past two years.

"The show is a lot of fun," laughed Wheaton. "In fact, it's usually pretty crazy when we film because we're constantly trying to make each other laugh during the seri-Ous scenes "

Away from "Star Trek," Wheaton dedicates some of his spare time to NASA's education program "Fast Forward To The Future." "I really enjoy being involved with

"Fast Forward To The Future" because it teaches kids about science and geography in a fun way," Wheaton exclaimed.

Following his recent graduation from high school and the completion of the second season of "Star Trek: The Next Generation." Wheaton has had time for quest appearances on "Monsters" and "House Party." The break has also given him the chance to be a quest disc jockey at a radio station in Los Angeles.

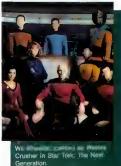
"I wouldn't give up acting for a career in radio at this point," said Wheaton, "But it would be great if I could supplement my roles with occasional radio quest spots from time to time."

In the meantime, Wheaton hopes to polish his announcing skills at UCLA's radio station when he enters the University as a freshman this winter.

As for his future. Wil would like to get involved in politics.

"I definitely want to continue my acting career but politics would be an interesting challenge for me." Wil said, "If possible, I would like to run for the House Of Representatives someday."

For now, Wheaton is content with challenging Mario-the Bros., that is. As for that other Mario, ice hockey star Lemieux. Wheaton's leaving him to Gretsky!



It's New From World of Nintendo!

NES Accessories

New Turbo Power

The Turbo Blaster from BDL Enterprises is a one-of-a-kind accessory that turns your regular NES Controllers into turbo powered 'super' pads. The rapid firing turbo feature is adjustable, and two slow motion options-Slow and Temporary Slow-can help you squeak through some of the more difficult games. For games with simultaneous two player action, the Turbo Blaster can handle two NES Controllers at the same time, with A and B Button adjustments. For players who prefer NES Controllers, the Turbo Blaster adds an exciting new dimension to game play.



The Turbo Blaster plugs into the NES Control Deck and the Controllers plug into the Turbo Blaster.

Fun Items



Mario's On The Line

Bondwell's new Super Mario telephone will keep you in touch with your friends. The one piece unit features Mute and Redial

buttons and a Pulse or Tone Switch, But it's still a long distance charge to call the Mushroom Kingdom.

Read & Rock

The Play A Tune musical book from JTG and

Nashville contains a mini keyboard fun Nintendo tunes.

GAME BOY Accessories

It's A Travelin' Bag



sided bag from Dynasound Organizer has space for your entire Game Boy system. The adjustable shoulder strap makes it perfect for travel.



Game Boy Tote from Dynasound Organizer

Play it smart. Look for the seal of quality.

features a strong outer shell and a soft, foam interior. Specially shaped compartments have enough room for all your GB needs.

Small But Sturdy

The Carry Case from Nuby has room for Game Paks and your Game Boy.



Just For Games

Store up to 12 Game Boy Game Paks in Nuby's soft sided Game Pak Carry Case.



The

On the Air: SMB3

From the back lots of Hollywood and the Mushroom Kingdom comes the all new, all animated, all Super Mario Bros. 3 TV show, DIC Enterprises created the new SMB3 cartoon in conjunction with NBC and Nintendo of America. The hit cartoon, Captain N, is another DIC project starring characters from Nintendo's world of games. Each week Mario. Luigi. Princess Toadstool and Toad will find themselves in tight tangles of Koopa-caused calamities. And it's not just King Koopa (a.k.a. Bowser) who's giving our heroes grief; his seven kunning Koopalings are always in the thick of it, too. There's Kooky

Koopa, Kootsie Pie Koopa, Bully, Cheatsy, Big Mouth and Hip and Hop, From Giant Land to Desert Land they're stirring up a hilarious hornet's nest of trouble that Mario and his friends must put to rights. Fans of the Super Mario Bros. 3 game will also be familiar with the Koopas' cast of heinous henchman-Cheep Cheeps, Bob-ombs, Rocky Wrench and all the rest. Aboard the Doomship (just one in the show) Koopa will stop at nothing to cause havoc, nothing except maybe Mario and company.

Believe it or not, there's more on TV than Nintendo. If you give your NES a short rest during the Fall of 1990, here's what you might see.



Maniac Mansion

Maniac Mansion, a joint production of Lucasfilm Ltd. Television. The Family Channel and Atlantis Films Ltd. premiers this Fall on The Family Channel. Joe Flaherty from SCTV stars as Dr. Fred, and Eugene Levy (SCTV and Splash) heads the writing staff. They will introduce you to the Edisons-as unconventional a family as you're likely to find anywhere. Dr. Fred is an inventor tripping along in the giant footsteps of his famous ancestors. Although he means well. Dr. Fred seems destined for trouble. He turned his brother-in-law into a fly and his own four year old son into a 250 pound mutant pre-schooler, both by accident! In spite of his failures, Dr. Fred combats his mistakes while dealing with family life and a neighborhood of uppity Yuppies. Although



the story departs from Maniac Mansion the video game, Exec. Producer Barry Jossen told us not to count out any possibilities. Catch the fun on The Family Channel this



Fall. We'll definitely be watching to see if any Tuna Heads show up.



Perhaps the biggest surprise introduction to the

Perhaps the biggest surprise introduction at the summer CES was the Miracle Piano Teaching System from The Software Toolworks and Mindscape. Kept under wraps until days before the show, the Miracle System consists of a special Game Pak and an electronic musical keyboard (with full-size keys) designed to interface with the NES to teach anyone how to play the piano.

The Miracle System's software contains a series of video game based lessons and drills on note reading, rhythm and fingering, and promises to have anyone playing

two-handed melodies within hours. The Miracle System can tell which keys are being pressed and isolate trouble spots in technique. It then creates lessons to help the student work on these. Throughout the lessons, the Miracle System can play one or both hands for you, change the tempo, show which keys are being pressed and provide a full orchestra backup.

Actor and comedian Dudley Moore, himself an accomplished pianist, is the spokesman for the Miracle System, and he was at CES demonstrating the system. We applaud the Miracle's purpose and goal, but above all, its fun! The Miracle System is expected to be released before Christmas and carry a recommended retail price of around \$300.00. We'll have more on it in future issues



Howard grins with Smug Dudley at the CES in Chicago.

MAGICIAN

a British development firm on Magician, an epic adventure game in the Faxanadu vein. As Paul the Apprentice, you venture out into a dangerous world armed with nothing more than the potential to be a





great spell caster. You must find and learn many spells and ultimately defeat an awesome evil to earn the title Magician. The background graphics are superb and the main character is big and detailed. The music too is quite good with a pop/new age touch to

PAK MATEH

fit the game's theme. Intermingled with the action elements are a few brain teasing puzzles to solve. A three minute demo mode explains some of the game play, but this is a complex game, and you'll have to figure out a lot on your own!



BATTLETANK

Absolute, the developers

of such NES simulation type games as Stealth ATF and USMC Harrier, are coming out with a land based com-

bat game, BattleTank. In this simulation, you command a single tank against enemy forces which outnumber and out-gun you. You must make crafty use of your cannon, machine guns, wire missiles



and smoke bombs to defeat them all. Advanced missions give you a variety of objectives to conquer and destroy, including bridges,



bases and fuel depots. Although the controls are simplified compared to a real tank, that just adds to the fun, as BattleTank is easy to learn and play.

We got our first look at the NES conversion of the arcade hit Blockout by American Technos. For those unfamiliar with Blockout, it's similar to Tetris but in three dimensions with different shapes. American Technos has done a great job on the conversion, which plays almost the same as the coinop, but with a few of the moves combined to work with the NES Control Pad. AT's NES version has graphics that are pretty close to the big machine, and the same two-player simultaneous mode that makes the arcade unit so fun.



Not since King Kong battled Godzilla has there been such a monster mash as Allens Vs. Predator. A scenario already explored by Dark Horse Comics, Activision is planning on producing a NES game pitting the two famous Twentieth Century Fox creatures against each other. Motion picture sequels to both Aliens and Predator are also coming next year.

eossi!

ILTIMA:QUEST OF THE AV

The long awaited NES sequel to Ultima Exodus carries on the Ultima role-playing

game tradition in grand style. In Ultima: Quest Of The Avatar from FCI, your goal is to become the Avatar, an ultimate example of heroism. Throughout your travels. you will be faced not only with dangerous monsters, but also perplexing problems. Your method of solving these dilemmas will prove your honesty and compassion essential qualities in any hero. From what we saw at the CES. Avatar is an improvement over Ultima Exodus, with a much smoother screen





scroll in the overworld, and crisper. more defined characters throughout (Check out the Player's Poll Contest in this issue for a chance to meet the creator of the Ultima series. Lord British.).

Another

game under development which has a lot of potential is The Adventures Of

Robin Hood, a role-playing game from Arcadia Systems Inc. At first glance, the game play looked like Mission: Impossible, with an overhead view of your character. However, other views are possible. including closeup side views for dueling and archery as well as cinema style scenes for interaction with people. The subscreen is very

ADVENTURES OF ROBIN HOOD







comprehensive and allows you to engage in a variety of actions with objects you find. Plus, as you adventure, you'll meet up with characters like Little John, Will Scarlet and Friar Tuck, who may join you on your quest (Although you may have to convince them to do so with the business end of

your staff.).

War In Middle Earth is another titles ASI is working on, but it's still a long ways off. From the rough character scenes and maps we've seen, it looks like they've captured a lot of the character of the magical land of Middle Farth.



Although Hudson Soft's Master Higgins is not quite a video game superstar, he does have a large and loyal following. Well, the masses will be pleased to know that he'll be back soon, ready for more island hopping adventure! In Adventure Island II, he has to explore eight islands, each with nine areas full of dinosaurs and wild animals. He'll have a few new power-ups to help him out, plus he'll be able to hitch a ride on certain dinosaurs. The experts at Hudson estimate it should take three times longer to complete than the first onel

Get ready for Magnet Man, Snake Man, Needle Man, Hard Man, Top Man, Gemini Man, Spark Man and Shadow Man. That's just a sampling of the 20 new super robots in Mega Man 3. on its way!



played bunch of games at the CES. and our favorite was Metal Mech. A science fiction action game set in the near future, it lets you take control of a "Mech," a captured alien war machine. You're on a search and





trols, weapons and tech systems you need to master your vehicle and make it the ultimate weapon. Once you've found all the equipment you need, you'll be ready to destroy the alien invaders and free the Earth. Metal Mech has six stages and lets you play in the Mech or outside on your own.

Jaleco also had The Last Ninia, an adaptation of an award winning PC game, on display. Play control was a little tough on this early version, but the game has decent graphics and features some mental challenges as well as the standard physical ones.



THE PUNISHER AND BILL AND TED'S

The Punisher from LJN is close to being finished and from the prototype Game Pak at the CES, we could see that the mayhem of the comic book has been captured by the programmers. The screen almost explodes with action!



LJN also gave us a peek at Bill & Ted's Excellent Video Game Adventure. Bill and Ted are scheduled to appear in a Fall '90 Saturday morning TV show and a Summer '91 movie sequel (Bill & Ted's Most Excellent Adventure), Most triumphant, LJN dudes!

Data East is working on an adventure game which stars a Werewolf as the hero. The action and graphics have a bit of the look and feel of Castlevania, but the hero has different skills, such as the ability to climb using his claws. Data East is planning on really developing the character of the Werewolf hero, and perhaps even creating a comic book of his adventures.

Irem is working on Metal Storm, an action game starring a Japanese style robot. The hero has some unusual abilities, including the power to walk ceilings. As you'd expect from the creators of R-Type, the graphics and animation are cool too.

Also in the works is The Legend Of Hero Tonma, a running and jumping game with big critters to go against.



Taito is creating an entirely new for program their NES Indiana Jones And The

Last Crusade game. Although the story follows the latest motion picture, it also lets you make different decisions than Indy did, and therefore create





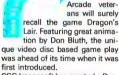
whole new story line. example, Indy may be faced with the choice of rescuing his dad. Henry Jones first, or going in search of clues on the location of the Holy Grail. After deciding what to do, the player must go through an action scene or solve a puzzle to reach the next juncture of the game. The game provides for

repeated play with increasing levels of difficulty and many different choices to make. Will Indy locate the Holy Grail? This time, it's up to you!

Another of Taito's future offerings is Kiwi Kraze, a cute action game in the world "down under" with similarities to Bubble Bobble.



DRAGON'S LAIR 《 集 条 条



CSG Imagesoft has created a Dragon's Lair game for the NES which



stars the same hero as the coin-op game, but with side view adventure style game play. To capture some of the feel of the arcade game, NES Dragon's Lair has very "deliberate" play control where you tell the character what to do and he does it after a slight delay. You have to plan your moves carefully.



Koei's historical simulations. Nobunaga's Ambition, Romance Of The Three Kingdoms and Genghis Khan have attracted a small but avid following, which includes many of Nintendo's own Game Play Counselors. The next game in the series. Bandit Kings Of Ancient China, promises to be their most ambitious title vet. Set in 12th Century China, you take the role of one of 108 bandit kings and try to unite your peers to overthrow a corrupt Minister of War. Bandit Kings has five scenarios, 255 characters to interact with and a sophisticated battle system which incorporates terrain changes and magic spells.

PC game giant Electronic Arts was previewing at CES what may be their next NES release, The Immortal. This three dimensional perspective adventure game has a distinct PC flavor to it. And with the stable of other PC games EA has for possible NES conversion. we can expect more big things from them in the future!



GOSSIP & SUCH

As you can imagine, we Pak Watchers got eyefulls and earfulls of gossip at the CES. Here are a few tidbits about things that are in varying stages of development:

A new animated feature starring Snow White and titled "Happily Ever After," is scheduled for release this year by Filmation, and Sofel plans to create a NES game based on it, targeting the growing female market for NES games. Sofel also intends to bring Klash Ball, a "battle ball" type game based on a PC hit from Europe, to the NES.



GREMLINS 2: THE NEW

The Gremlins are back and Sunsoft has them! In Gremlins 2: The New Batch, a future NES game based on the Warner Bros. movie, it's up to Gizmo to stop the Gremlins from taking over the city. Gizmo and his enemies are large characters and the adventure style game play should make for hours of play. Hurry up, Gizmo, we're waiting!



NEW KIDS ON THE BLOCK

They're billed as this generation's Beatles, but New Kids On The Block are getting something the Beatles never had-a video game! Although a video game based on a rock band isn't a new idea (surely you haven't forgotten the coin-op game Journey) it does sound like a challenging project. Parker Bros. is planning a 1991 release

TOHO

Toho has a couple of games in the works. The first is Times Of Lore, an Ultima-like role-playing game programmed by who else but Origin Systems. As sort of a sequel to their NES Godzilla game, Toho is also planning a game based on the big G's sometimes friend/sometimes foe, Rodan the flying reptile.



RUMORS

We saw, heard, and played hundreds of games at CES, and we just don't have space to get to them all this time around. Here are a few new titles to whet your gaming appetites: Aliens Vs. Predator, Corvette ZR-1 Challenge, Little Mermaid, Hunt For Red October, The Adventures Of Rad Gravity, Galaxy 5000, Pyros, Ninja Crusaders, The Mutant Virus, Lord Of Lightning, The Bard's Tale, Talking Super Password, Power Play Football, World Trophy Soccer, Lone Ranger, Beetleiuice, Conan-The Mysteries Of Time, Drac's Night Out, Ikari Warriors III, Kiwi Kraze, California Raisins: The Grape Escape, Fun House, Samurai Conflict. Ski Or Die, The Untouchables-whew!

INES PLANNER!

TEMBER

NES Play Action Football Swords & Serpents Total Recall

Back To The Future II & III OCTOBER

Rottletenk Castlevania III-Dracula's Curse Caveman Games Days Of Thunder Dirty Harry: The War Against Drugs Dr Maria Dragon Warrior II Bugs Bunny's Birthday Blowout Family Feud Frankenstein Gauntlet II Little Namp: The Dream Master

Kickle Cubicle Loopz Low G Man Maniac Mansion Monster Truck Rally Pipe Dream Rollergames Solar Jetman Spot: The Video Game Street Fighter 2010 Thunderbirds Time Lord

NOVEM: RER

Big Bird's Hide & Speak Classic Concentration Destiny Of An Emperor M.U.L.E. Mendel Pelece Muppet Adventure: Chaos At The Carnival ORB 3-D Skate Or Die 2: The Search For **Double Trouble**

U-Force Power Games Ultimate Baskethall Miracle Piano Teaching System

FUTURE

The Simpsons TMNT: The Arcade Game G.L.Joe SimCity

Indiana Jones And The Lest Crusade Silver Surfer Magician Mega Man 3 Beetleiuice Metal Storm Blockout Aliens Vs. Predator Ultima, Quest Of The Avatas The Adventures Of Robin Hood Adventure Island TI Metal Mech

Werewolf The Punisher Bill & Ted's Excellent Video Game Adventure The Last Ninia Kiwi Kraze

The Legend Of Hero Tonma Dragon's Lair Bandit Kings Of Ancient China The Immortal Super Glove Ball

Bulletin Board

BACK ISSUES

Hey New Readers! Here's your chance to get a complete set of Nintende Power's first six clossic issues. Sit back and enjoy in-depth reviews on hat genes like Super March Bros. 2, Ninja Goiden, Castlevenio II-Simon's Quest, Zelda II-The Adventure of Link and Teenage Mutant Ninja Turlets! Pick up key strategy techniques and amazing fips from over 50 reviews plus Counselor's Corner, Classified Information and much more. As expected, we can offer this six-issue set only on a first come first serves basis while supplies last. Don't miss it!











Individual sales on Nintendo Power's last seven issues are also available to add to your collection.

Check out these exciting reviews:

July Aug issue '89 Mega Man II, Dragon Warrior, Faxonadu, Strider.

Sep Oct issue '89 Disney's Duck Tales, Dragon Warrior, Hoops, Fester's Quest, Rager Parhiti

Nov. Dec 15500 '89 Tetris, RoboCop, Willow, IronSword, Super Off Road, NES Play Action Football.

Jan Feb issue '90 Batman, Shadowgate, Willow, Double Dragon II, Clash at Demonhead, River City Ransom.

Marth April save '90 Super Mario Bros. 3, Silent Service, Pinbot, 720°, A Boy And His Blob, Astyanax.

May June 18500 '90 Final Fantasy, Super C, Dynawarz, Code Name Viper, Burai Fighter. July Aug 1850e '90 Rescue Rangers, Snake's Revenge, Solstice, Crystalis.

To get your back issues, just fill out the order form in the front of the magazine.

STRATEGY GUIDES AND TIP BOOKS

Awesame Strategy Guides! Nintendo Power is introducing in-depth Strategy Guides on two of the hoftest video games around, Super Mario Bros. 3 and Ninja Guiden II. The Dark Sword of Choos. Enjoy over 80 pages packed with game maps, secret techniques and powerful lips to boost your score.

Tips From The Pros: check out these super tip booklets from Nintendo—The Legend of Zelda Tips & Tactics and How to Win Super Mario Bros. A must for your library.

To get the tip and strategy guide of your choice simply fill out the order form in the front of the magazine.



NINTENDO POWERFEST 1990

The travelling showcase of new games and the Nintende World Championships is still making its very across the sountry with NWC finals slated for Orlando, Florida on Tuesday, Dec. 11, 1990. Cell 1-900-107-108. Or of the Tuesday for information. A charge of 50 cents per minute will be added to your phone bill, so make sure you have permission from whoever's paying the bill.



CAPTAIN NINTENDO

Captain Mintendo is awaiting your call, ready to provide you with the hottest new tips and the latest release info. There's a new recorded message every Sunday which runs 24 hours a day, 7 days a week. The number is 1-900-420-6100. There's a farist 3.0 charge for each call, so make sure you have permission from whoever's paying the bill. Here's a brief schedule of what Captain Nintendo will be covering in weeks to come:

Week of 9/2 Rescue Rangers
Week of 9/9 Final Fantasy
Week of 9/15 Crystalis
Week of 9/22 Maniac Mansion

PHONE DIRECTORY



number below).

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SERVICE CENTERS

World Class Service Canters are continuing to open across the country. Then may be as a 200 or more centers in operation by the and of the year. In addition to centers already set up in Massachusetts, New York, New Jersey, Penneylvania, Minnessto, Wisconsin, Illinois, Virginia, Arizona, California, Connecticut, Maryland and Washington there are also plans for service centers in Colorado and Texas. Call Nintendo Consumer Service et 1-300-255-3700 for details on which World of Nintendo realizers or participating in the World Class Service program in your area. We keep you ploying!



NEXT ISSUE

NINTENDO POWER STRATEGY GUIDE FINAL FANTASY

In October, the Final Fantasy Strategy Guide arrives, For those who are boldly facing the challenge of this mystical World, it will be the ultimate Strategy Guide for an incredible adventure game. Have you dared to begin the guest vet?



DR. MARIO

If you were like many Americans, once Tetris came out you lost a lot of sleep. The game was just impossible to put down, because you knew that you could do better. Now with the introduction of Dr. Mario you might as well kiss your pillow goodbye again, and we'll give you the tips to keep Dr. Mario on permanent housecall.



SOLAR JETMAN

Collecting galactic debris is not a pretty job, but someone's got to do it. That's where the Federation of Space Loonies steps in. They actually like this job, and you'll like it too when you climb into your own spaceship and head for the planets with Nintendo Power.



LITTLE NEMO THE DREAM MASTER

One night Little Nemo visits Slumberland in his dreams and before he wakes up he must save that sleepy world from the nightmares that have invaded it. We'll take you into that dreamland, show you how to befriend animals and avoid insomnia.



PLUS: Our Regular Roundup Of Radical Readings!

Dear Readers

What a great Summer! I can describe it best in one word; busy. I got to meet some of you and see some outstanding game play at PowerFests in several cities. I can hardly wait for the televised Finals, coming up this December at Universal Studios Fun Park in Orlando. The competition's going to be fierce! I'm planning to get there early and thoroughly check it out before the PowerFest Championships begin.

Speaking of contests, the final questions for the Final Fantasy Treasure Quest appear in this issue! Picture yourself and three friends searching an exotic tropical island for hidden treasure . . . it could happen! The Final Fantasy Treasure Quest Grand Prize winner will spend four days and three nights on Tortola, a Caribbean paradise, and 50 second-place prize winners will receive embossed crystal orbs. See the questions and entry details printed in this issue, and send your answers right away-the contest deadline is October 15.

I also flew to Japan this summer. I didn't actually fly the 747. Although I would have liked to take over the controls. I wasn't sure that flying Boeing's Flight Simulator

once last Spring qualified me to handle a commercial airliner. To top things off I finished grad school. Two years of intense studying paid off-I'm finally a Game Master with a Master's degree! Most of you are probably heading back to school about now, so have a fun vear, and remember, be a Master at whatever you do.

Quest of the Avatar

IE HAUNTED BRITANNIA MANSION AND VISIT ORIGIN SYSTEMS INC.

Including:

-A Halloween trip through the most elaborate haunted house in America-Britannia Mansion

-A tour of Origin Systems Inc., the creators of Ultima

-Meet Lord British (a.k.a. Richard Garriott, designer of Ultima) -Sightseeing in Austin, Texas



Tour Origin's game designing and programming facilities in Austin, Texas. Find out what went into making of the top role playing game series in the U.S.



et Lord British, founder of Origin Systems Inc. and creator of Ultima.

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Win a set of FCI's new role playing games for the Nintendo Entertainment System. With Ultima Quest of the Avatar. The Bard's Tale and

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OFFICIAL CONTEST RULES (No Purchase Necessary)

To enter, just fill out the Player's Poll response card or print your name, address and telephone number on a plain, 3x5 piece of paper. Mail your entry to:

NINTENDO POWER PLAYER'S POLL

P.O. Box 97062 Redmond, WA 98073-9762

One entry per person, please, All entries must be postmarked no later than October 1, 1990. Not responsible for lost, stolen, or misdirected mail

On or about October 15, 1990, winners will be selected in a random drawing from among all eligible entries. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, of other likenesses for the purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of

entries received. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after October 30. 1990 by sending a self-addressed stamped envelope to the address listed above

TOUR OF BRITANNIA MANSION AND ORI-GIN SYSTEM INC.: Nintendo will arrange air travel and hotel accommodation for the Grand Prize winner and a guest. If the winner is under 18, they must be accompanied by a parent or guardian. Any guest under the age of 14 must provide written parental consent and release. This special 3-day/2night excursion, scheduled for the end of October 1990, is subject to final determination of dates by Nintendo, and to accommodation and airfare availability. Meeting with celebrity is subject to scheduling and availability of all parties. Some restrictions

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

This contest void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

May/June '90 Issue Players' Poll Contest Winners

Grand Prize Winner

Martinez Benjamin Azusa CA

2nd Place MA

3rd Place

AK CA ID OH GA MI WA OP. FL. ort Do

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